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inside

YOUR SINCLAIR

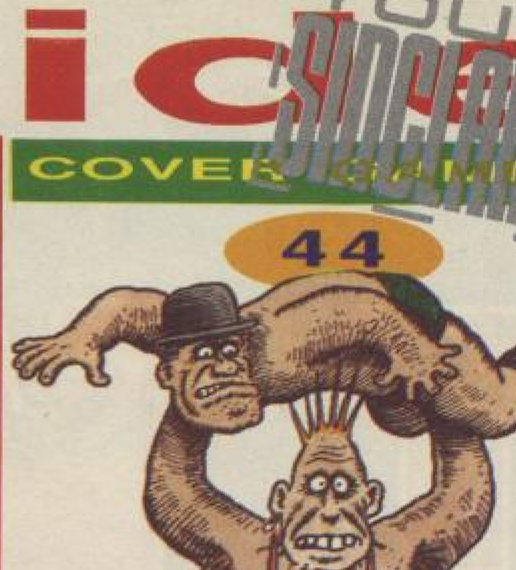
MEGAGAME

SCREENSHOTS

MUSIC FEATURE

POSTER MAP

COVER GAME



INTERVIEW

PROGS

HARDWARE



GAMES

COMPOS

REGULARS

CARTOON



TALK TO US!

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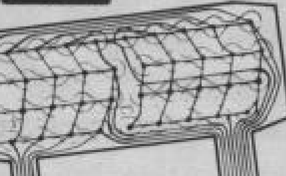
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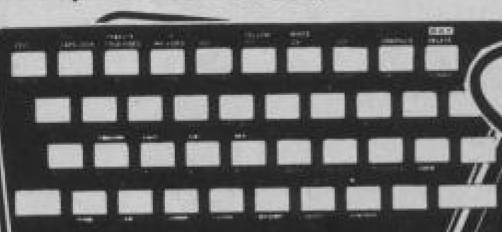
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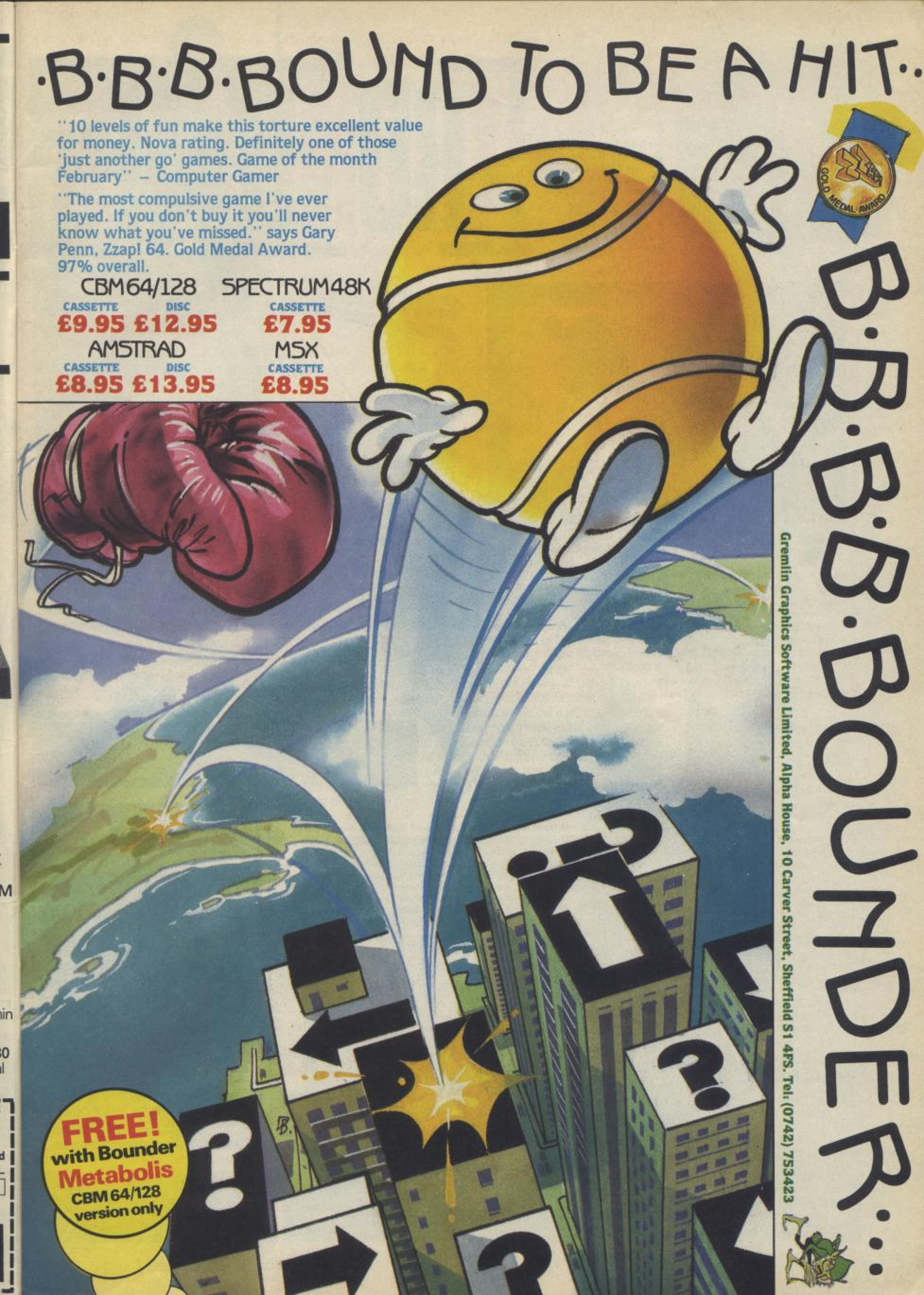
MY COMPUTER IS: ☐48K ☐SPEC.+ ☐128K (tick box) **YS**

NAME ________

ADDRESS ________

TELEPHONE ________

Opus.





olé!

Itza new game from US Gold zat sports ze official Pique Mascot for ze Mexico World Cup. World Cup Carnival *is a football simulation zat comes with ze poster and ze stick-on coloured flags so you can follow ze progress of ze teams. Experience ze passion of ze Mexico World Cup — ze only zing zat's missing is ze Tequila. Arriba! Arriba!*

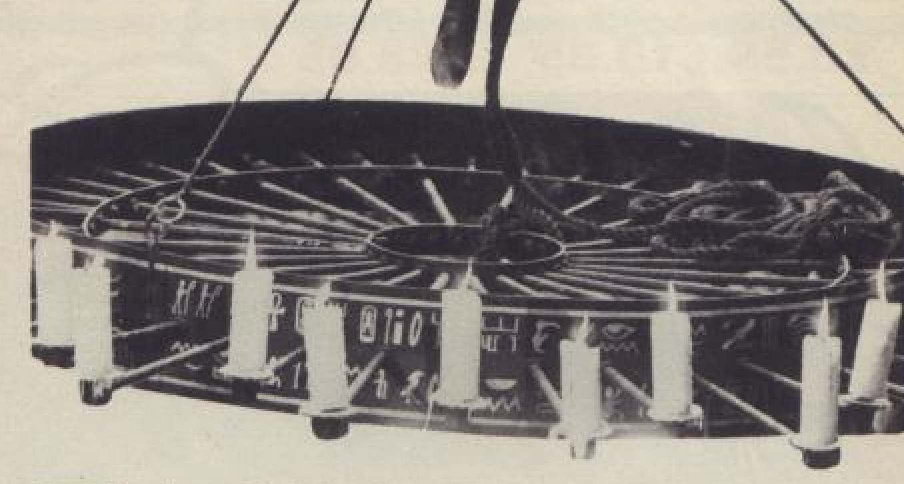




Wow, nuclear destruction! Boil The World! Khaki shorts! PSS has just released two new death, doom and destruction games for those of you of a wargaming bent. *Tobruk* is a simulation of the breaching of the Gazala line in North Africa in 1942. In the real event we, (you, me and Monty) lost to Rommel and his tanks. Now's your chance to put the record straight.

The other newie, or should that be nukey, is *Theatre Europe*, a true to life account of what would happen if Nato went to war with the Warsaw Pact countries. Nuclear and chemical weapons make this program the scariest thing on a computer. Let me give you a hint: nobody wins.

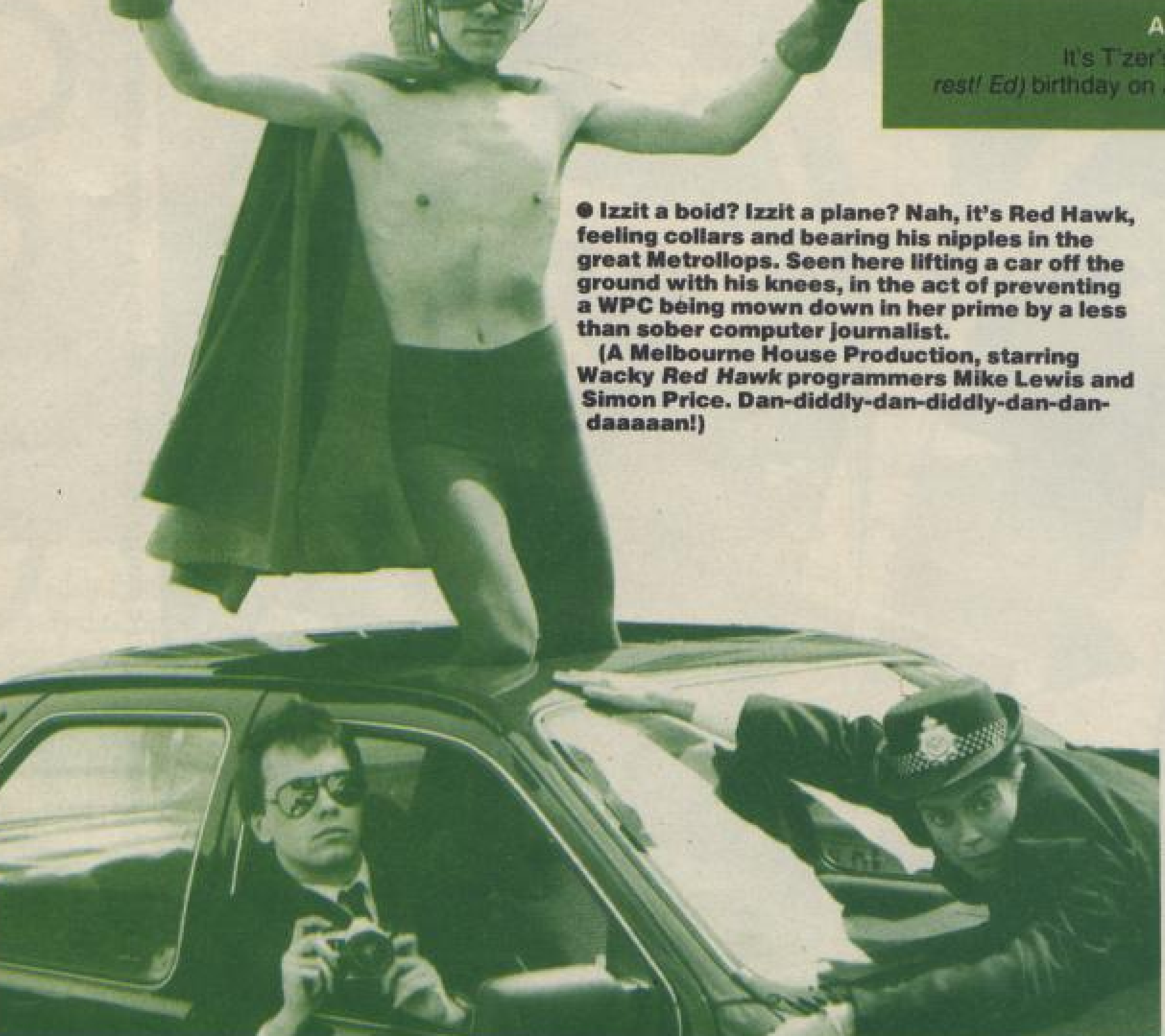
PHIL ON FILMS



There is one film doing the rounds at the moment that you absolutely must see, and that is *Young Sherlock Holmes And The Pyramid Of Fear*. If you like your movies fast-paced, funny, scary and thrilling *Young Sherlock* will lift you out of your seat. The dialogue is crisp, the acting original, the story brilliant and the special effects... just breathtaking! Thrill to the man-eating chicken! Gasp at the flying machines over London! Cower at the computer generated knight from the stained glass window! Try to see it before it comes out on video, 'cos this super movie will no way translate to the small screen. See it big!

AN ANNOUNCEMENT

It's T'zer's 16th *(yeah, yeah — and the rest! Ed)* birthday on June 27th. Jelly and ice cream welcome.



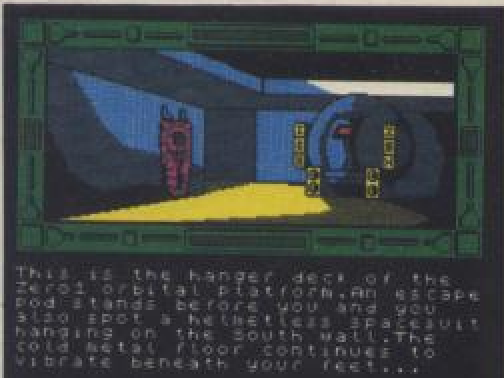
● Izzit a boid? Izzit a plane? Nah, it's Red Hawk, feeling collars and bearing his nipples in the great Metrollops. Seen here lifting a car off the ground with his knees, in the act of preventing a WPC being mown down in her prime by a less than sober computer journalist.

(A Melbourne House Production, starring Wacky *Red Hawk* programmers Mike Lewis and Simon Price. Dan-diddly-dan-diddly-dan-dan-daaaaan!)



Looking for a bit of adventure? New worlds to explore? People to meet, enemies to kill? And all this without donning boots and balaclava in today's Army. Try *Quest For The Mindstones* from The Edge — at £8.95 it won't cost you an arm and a leg. Okay, who's the sicko who said like the Army? It's a *Shadowfire*-style graphic adventure — the graphics have been drawn by the man responsible for artwork in *Fairlight*. The 130 screens combine to create a complete Middle Earth type kingdom and you control four different characters each with his own strengths and weaknesses. And the point of the game? Well, if you can't work that one out you're going to stand zilch chance of finding the Mindstone, now aren't you?





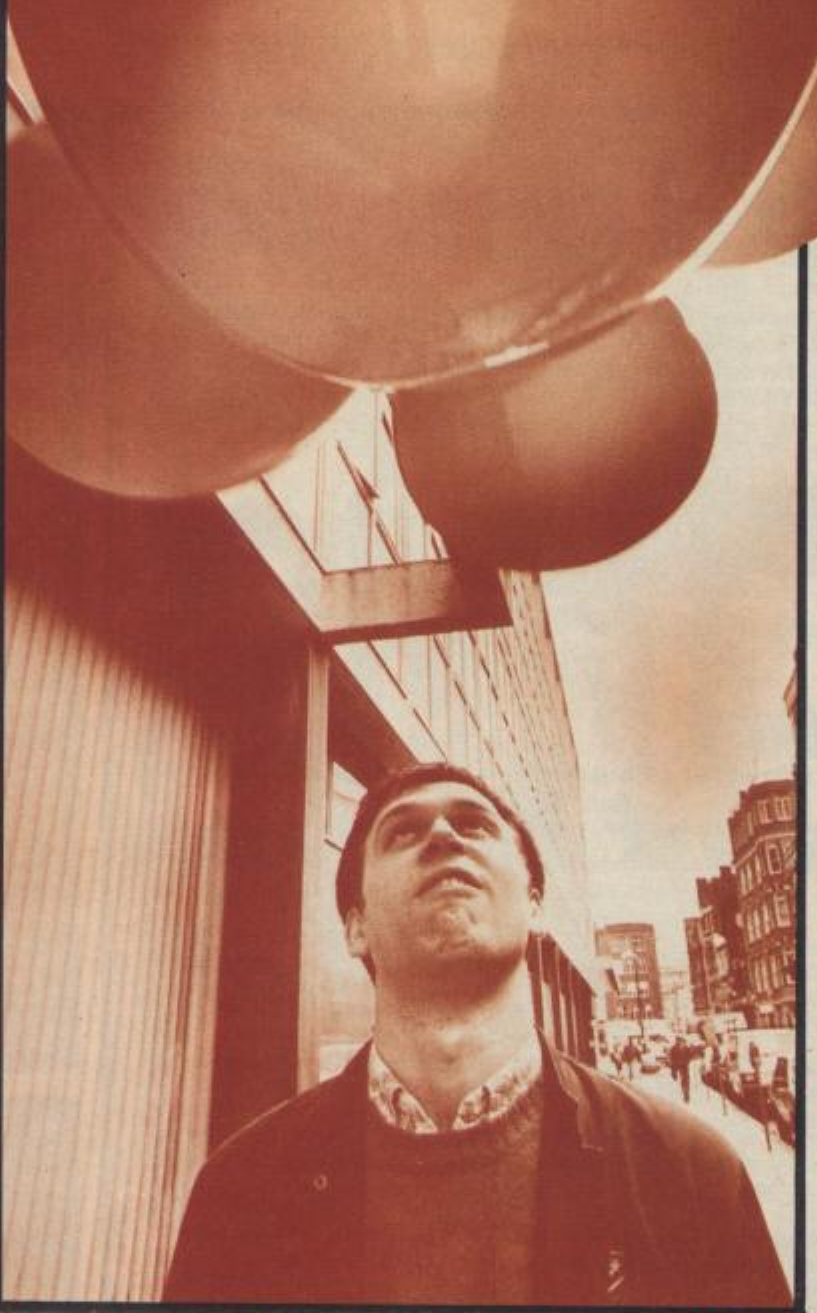
Incentive Software bangs the final nail in the coffin of all other adventure game creator packages with GAC, the *Graphic Adventure Creator*. With a full feature graphics tool and superb parser allowing multiple commands, ie. *take the chicken and feed it to the pillar box*, this has to be the best thing since edible socks. Feast your eyes on the shots here and let them do the talking.

FEED THE 'NET

As part of Capital Radio's Help A London Child appeal this year, Micronet 800 opened up Celebrity Chatlines. The guests you could chat to ranged from Alan Freeman (it's no. 1, nosepickers!) to the more hip than hop Five Star pop group. The 'Net contributions raised over 1300 smackers for the appeal. Let's hear it for Micronet! Hip-hip? Click, bzzzzz.

ANOTHER ANNOUNCEMENT

It isn't Phil's birthday but still send the jelly 'cos he's a porker.



5 RED BALLOONS

(Well, we couldn't afford 99.)

What's happenin'? Why is *YS*'s Phil South staring skyward at five red (you'll just have to take our word for that bit) super-size balloons? Well, burst our balloons... it's all in aid of *YS*'s mega wheeze that'll take place on Friday July 4th. We're releasing 99 red helium-filled balloons with *YS* tags on from a spot near Castle Rathbone. If you find one of them send back the tag to us with the place and time you found it plus your name and address and you're in with a chance to win a *YS* goody bag. Now pass the pin.



... STARMAN JONES ...

... MASTERTRONIC'S NEW GAME ...

... STOP PRESS ... ... NO TIME FOR WORDS,

JUST LOOK AT THE PICTURE...

T'zers...

Hey it's a really squiffy T'zers this month. And why? You may *well* ask. Not that I'm gonna tell you, but maybe my friends Hughie and Ralph will. Bleuuurgh! What's that you say? You're a bit green around the gill regions. You can't speak. Good job I can then. I'm sailing across the wide blue yonder in a ship, would you believe? Oh okay then, I'm in a rowing boat on the Serpentine but it's still pretty hair-raising I can tell you.

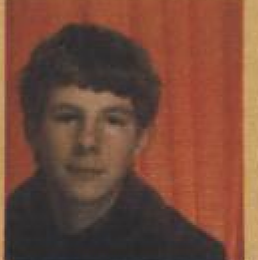
Before we have to start bailing, let's get the big news out of the way. It seems that Sinclair Research was working on a major project at the time of the buy-out. All info's based on rumour and conjecture — but then what isn't in this column? Anyway, I'll tell you all I know. The projected machine was codenamed Lowkey, or Loki, which could just have signified that it was meant to be a games console (low on keys, geddit) or it could have stood for low cost Amiga, though admittedly that's stretching it a bit. It was to be a Z80H based machine with a similar spec to Commodore's (spit) Amiga. The £1500 machine of the future would even have included memory blitting — ??? don't ask me what that is but when you mention it to programmers they go all squiffy and their eyes roll heavenward. And the price of this micro miracle? To you John, £200. Bit of a swizz then that the project team's been disbanded, though Amstrad does still own the intellectual property rights to the idea. Then again the men behind the machine have all gone to Acorn. Now there's a thought! You may have read in 'other' magazines that this is definite when in fact it's all based on rumour and speculation. Just goes to show you can't always believe what you read! Worra breaker! Surge! Hand on a minute I've lost my oar and my drift.

Domark's Dominic 'young fogey' Wheatley reckons its new game **Splitting Images** is really wizz. "One finds it impossible to describe and quite, quite bizarre." *What?* Domark's working on **Eureka II**, to be written by Ian Livingston. Not only that but it'll also have a cash prize. Spiffing, eh computer chummies?

Excuse T'zers tilting every now and again but you can't imagine how difficult it is to control a boat in a (whaaaahay) force nine gale. Slosh. Something Simon 'I'm riding along on the crest of a wave' Le Bon would understand. Talking of pop poopers, David Bowie is to star in a new fantasy film called **Labyrinth** — a Jim Henson muppet-like production that's a bit like **The Dark Crystal**.

Pick up a pen-pal

Ever wondered who replies to those 'personal ads' in magazines? You know the ones, 'Lonely 15 year old lad into POKEs and rubber keyboards interested in striking up postal relationship with like-minded female.' You have? Well, now's the time to find out 'cos the *YS* team took to the streets (well, the *Input/Output* page actually) and selected four Penpal ads to find out just that!


David Wickes (14)


Stanley Riley (16)


Paul Robson (13) ***(on the right)***


Marie Walker (14)

WHAT THEY WANTED

Why did you place an ad in *YS*?
Umm... mainly 'cos there are loads of ads in *YS* and it's got the biggest penpals column.
Why did you want a female penpal?
Well, er.. how can I put this.That's what I want. It could possibly lead to a girlfriend I s'pose.
How many replies do you think you'll get?
Not a lot. Five to ten maybe...
What qualities do you want in your penpal?
A good sense of humour definitely... and personality. It'd be good if they were interested in computers too.
What sort of people do you think will reply to your ad?
Any girls!
Are you a Trainspotter?
No

Why did you place an ad in *YS*?
I get the magazine. I've often looked at penpal ads wistfully so decided to put one in myself.
Why do you want a female penpal?
Well! Thought it'd be a change. Most of my friends are blokes so I thought it'd be good to meet a girl.
How many replies do you think you'll get?
Three or four.
What qualities do you want in your penpal?
Interest in computers and similar interests to me really.
What sort of people do you think will reply to your ad?
Girls!!!! And maybe even boys!
Are you a Trainspotter?
No!

Why did you place an ad in *YS*?
Just did!
Why do you want male penpals?
So I can write to them. Don't mind what sex.
How many replies do you think you'll get?
No idea. I hope it's four. *(????!!!)*
What qualities do you want in your penpal?
Good personality above all. Also interested in computers.
What sort of people do you think will reply to your ad?
People who like computers.
Are you a Trainspotter?
Yes! *(No kidding!)*

Why did you place an ad in *YS*?
My brother bought the mag and I thought it'd be a laff to put one in.
Why do you want a male penpal?
Much more interesting then writing to the same sex!!!! *(Wahay!)*
How many replies do you think you'll get?
Not many. 'Bout 10ish.
What qualities do you want in your penpal?
Let me see... yeah, tall, dark and handsome with lots of money. That's my ideal man *(Muffled noises in background.)* Sorry... umm... that's only my mum...
What sort of people do you think will reply to your ad?
I can't see them being tall, dark or handsome. And as for pots of money.....
Are you a Trainspotter?
Sorry? Ummm I don't know.

WHAT THEY GOT

How many replies did you get then?
Not very good really...
Well, how many?
None.
Oh.
That puts an end to the rest then. Unless of course some kind soul who wants a really fun penpal drops David a line.

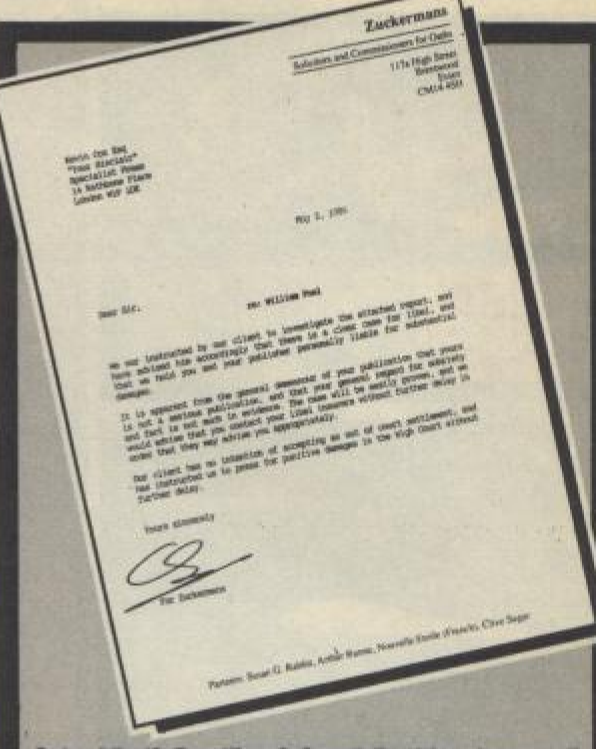
STOP PRESS! David has now received a reply to his ad.

How many replies did you get?
One. *(Not looking too good here either.)*
Who replied?
A girl called Rachael who's 15 and from Margate.
What's she like?
She's alright. Got a good sense of humour and loads of interests like snooker, tennis and playing instruments.
Are you going to meet her?
Yeah... maybe I will later.

How many replies have you had?
Seven
Were they male or female?
All male.
Who's written back to you so far?
A guy called Chris who's 12 and from Essex.
What's he like?
He's got a good personality and he's interested in computers and football.
Do you reckon you'll meet him?
Dunno really.

Did *you* get any replies?
You could say that. *(Bodes bad...)* About 25 actually. *(Wow!)*
Who replied?
Clinton who's 17 and from Nottingham and Paul who's also 17 and from the same area. They're the two I've had two letters from already. One even phones me up!
What are they like?
Ummm... Clinton's tall, not exactly handsome.... er... well... he's nice. And he's blond. He's interested in collecting things. Any old rubbish... like me really. Joke! And... Paul... well he took my breath away... so to speak. Well his letter did. He's very full of himself... apparently tall, blond and handsome though he hasn't sent a photo yet. He says he's fallen in

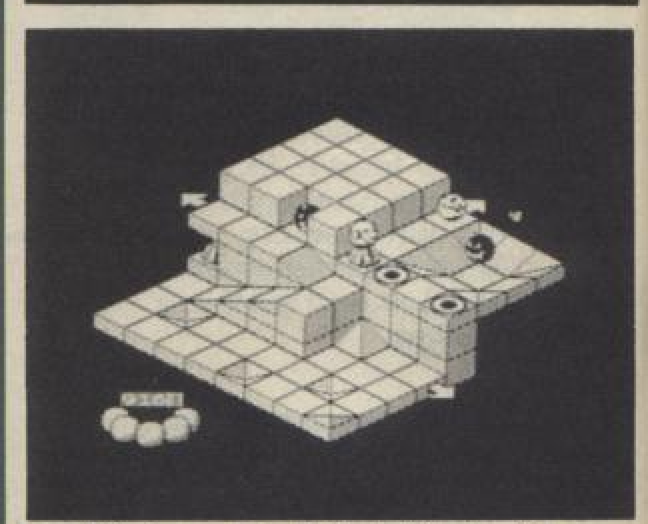
● If you want to see how you fare in the penpal stakes why not put an ad into *Input/Output*? It's free and you never know, you might break Marie's record.


Zuckermans
Solicitors and Commissioners for Oaths

Dear Sir,

Yours sincerely

Gulp. Libel? *Frontlines*? Court! Punitive damages!! Double gulp!!! That story we ran last month about you being a bit of a creep, well we didn't really mean it, honest, Mr Poel, SIR. But hang on a sec. What's this at the bottom? Sue, Grabbit and Runne. Hmmm. Clive Sugar. Double hmmm. And listen to this. "...yours is not a serious publication." Now do you really expect us to believe that. Phew. For a minute there I thought we'd have to skip the Milky Bars for a few days and have a whip round.



"How're you doing Bobby?" "Oh, Bearin' up under the strain." Bobby Bearing*'s lost his cousin and four brothers (one of whom has to be called Ball) in this* Marble Madness*-style maze game from The Edge. Can you help Bobby round them up and push them back home before he gets squashed or blackballed by the... er, black balls? Plenty of complex puzzles for your £7.95, like triggers that change screens on the far side of the map, and all of them designed to keep you on the ball. But best of all are the true 3D spheres appearing for the first time on your Spectrum. Go on, have a ball.*

A FURTHER ANNOUNCEMENT
It isn't Sara's birthday either but that's okay 'cos she doesn't like jelly. Iced gems are her faves.



● Special Rip-off er... Rip-out article. Simply tear out this piece of deathless prose and stick it under the picture of David White of Saga Systems printed captionless last ish! There! And don't say we never give you anything.

FRONTLINES



Extra, extra, extra. Free programs when you buy Digi'Tape from now on. This means when you purchase the hi-quality tape of the listings in this issue of YS, you get an exclusive free program which didn't appear as a listing... an adventure game called The Secret Of Little Hodcome! *Pretty nifty, eh? For further details see the Adventure section and the advert elsewhere in this issue. No, not that page, the next one... down the bottom...*



Hip hop down to this little number. Players, the new hip 'n' trendy software house is planning to release a huge range of budget software at only £1.99 a throw. The first release will really blow your brains — *Journey To The Centre Of Eddie Smith's Head*. Poor old Eddie has bumped his head on a nuclear reactor and gone raving bonkers. You have to stop him setting off the bomb. Er, yes. Keep your eyes peeled for later offerings, *Shrewsbury Key, Cagara, The Zacaron Mystery, Desert Hawk* and *Claws Of Despair*. Trendy or what! *(What? Ed)*.





CRAZY COMPO!

Rick "Hi there mateys. Crikey, listen to this we've got..."
Vyvyan "Yes, this completely berilliant competition."
Neil "Far out man you can win a copy of the really heavy *Young Ones* game by Orpheus..."
Mike "And a copy of our super cool book 'Batchelor Boys' starring yours truly."
Rick "Push off you girly. Right kids we've got five sets of the game and book to give away..."
Vyvyan "But we're not giving 'em to you nerdies unless you spot the differences between the pictures below. Ha ha ha."
Neil "Wow! Send your vibes by telepathic communication to The-Completely-Berilliant-Crazy-Young Ones-Compo, *YS*, 14 Rathbone Place, London W1P 1DE." Pass the sick bag Alice.



Oh, gosh, I mean, total hardware freakout. Are you into networking? Well, look here matey, there's an abso-bleeping-lutely brilliant new modem by Spectre Comms Ltd. Working at 1200/75 baud for viewdata, or 1200/1200 baud if your Speccy wants to spend all day jolly well on the phone talking to your mate's one. If your phone bill is of no concern to you, call Spectre on (093-15) 362, and tell them about it.

▮▮▮

About the plot? Well David plays the part of a goblin leader who kidnaps a baby and does all sorts of sneaky things to stop this beautiful young girl from getting the sprog back. Better still. Activision has tied up a deal with LucasFilms to produce a computer game based on **Labyrinth**. Look out for film and game late this summer. Whoosh!

Activision and Electric Dreams have been beavering away to get licences for major movies. Apart from **Labyrinth** there are also going to be games based on the films **Alien II** (spooky), **Ghost-busters II** (slimey) and **Big Trouble in Little Shining**. I also mgntioned last month that anon was bringing out a game based on the film version of the Marvel Comic strip character **Howard The Duck**. Well, it turns out that anon is actually Activision. Steven Spielberg is directing the - it's bound to be a blockbuster - movie in which Howie is warped into a world he never made — Earth. Music by Thomas Dolby. Game out at the end of the year. Squawk! Flurry of feathers. Oops. I just ran into a duck. *Sorry Donald.*

Splash! Splooooosh! Woo-er I nearly fell into the drink. Very contrived connection here. Beyond's Francis 'I'm cool fly me' Lee (*I'd rather not if it's all the same to you*) has a big drink problem. Ooooooh! At the CES show he was last seen sipping a drink looking cool, casual and nonchalant — only he missed his mouth and a large G&T ended up over his suit. Not so cool, eh? More of a soak I'd say.

Beyond is bringing out a new Mike Singleton game. **Dark Sceptre** is an animated adventure that can be played by mail as well as a stand-alone game in itself. Look out for **Eye Of The Moon** — the third part of the **Doomdark's Revenge** trilogy. Should be around by Crimble. And what about this for a real humdinger of a story. Beyond reckons its working on a top secret project for Christmas that'll knock spots off everything else. Beyond's Mark Pearson says, "It's very secret so I can't say anything except that it's a milestone in software history that's gonna be BIG!"

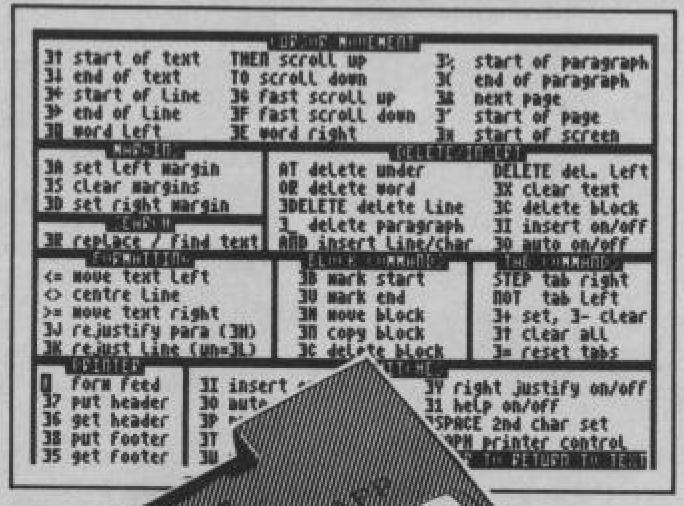
Here's something that'll whet your appetite — Scooby snacks. Guoillp! Gargoyle is now programming the fabled **Scooby Doo** game for Elite. If it's anything like as good as **Heavy On The Magick** it shoud be scoooooooooby scoooooby doooooooo!

Spurt, splash. Swash. T'zers has just got drenched in spray so I hope you can read through the drippy bits. Vroooooooom! Kerrang! Digital Integration is revving its wankel rotary engine in preparation for the release of **TT Racer** — a motor cycle racing simulation. But don't be in too much of a hurry to don your helmet and goggles — we've been waiting for this even longer than for **Scooby**. Cor!

Now for the benefit of our younger readers who won't

TASWOR

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       The Word Processor
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   Load text file            L
   Merge text file           M

   Return to text file       R

   Customise program         C
   save Tasword              T

   catalog/change drive      X

   into Basic                B

0 words      0 chars     Drive 1
1 lines  20977 chars free
```

TASWORD TWO led the way in setting a standard for word processing on the ZX Spectrum. TASWORD THREE pioneers the new standard.

TASWORD THREE retains all the features which have made Tasword Two a household name for the Spectrum. With many additional features and enhancements, including a built-in mail merge and up to 128 characters per line, TASWORD THREE is the definitive word processor for the Spectrum and Spectrum+ with microdrive.

ZX SPECTRUM

TASWORD TWO
THE WORD PROCESSOR

TASWORD TWO for the ZX 48K Spectrum cassette £13.90 microdrive cartridge £15.40

"Without doubt the best utility I have reviewed for the Spectrum"
HOME COMPUTING WEEKLY APRIL 1984
"If you have been looking for a word processor, then look no further" *CRASH JUNE 1984*
With 64 characters per line on the screen and a host of useful features TASWORD TWO is the ideal cassette based word processing package for the Spectrum owner.

TASPRINT
THE STYLE WRITER

TASPRINT for the ZX 48K Spectrum cassette £9.90 microdrive cartridge £11.40

A must for dot matrix printer owners! Print your program output and listings in a choice of five impressive print styles. TASPRINT utilises the graphics capabilities of dot matrix printers to form, with a double pass of the printhead, output in a range of five fonts varying from the futuristic Data-Run to the hand writing simulation of Palace Script. A TASPRINT gives your output originality and style! The TASPRINT fonts are shown to the right together with a list of compatible printers.

TASMERGE
THE MAIL MERGER

TASMERGE for the ZX 48K Spectrum cassette £10.90

Transfer data from MASTERFILE to TASWORD TWO! Letters and forms typed on TASWORD TWO can be printed with addresses and data taken from MASTERFILE. The mail merge facility allows, for example, multiple copies of a letter to be printed, each containing a different name and address taken from your MASTERFILE data. To use TASMERGE you must have one or more microdrives as well as TASWORD TWO and MASTERFILE by Campbell Systems (version 9 or later).

TAS-DIARY
THE ELECTRONIC DIARY

TAS-DIARY for the ZX 48K Spectrum and microdrives. Cassette £9.90

Keep an electronic day-to-day diary on microdrive! TAS-DIARY includes a clock, calendar, and a separate screen display for every day of the year. Invaluable for reminders, appointments, and for keeping a record of your day. The data for each month is stored as a separate microdrive file so that your data for a year is only constrained by the microdrive capacity. TAS-DIARY will work for this year, next year, and every year up to 2100! Supplied on cassette for automatic transfer to microdrive.

TASMAN PRINTER
INTERFACE

TASPRINT PRINTER INTERFACE for the ZX Spectrum £29.90
RS232 Cable for ZX Interface 1 £14.50

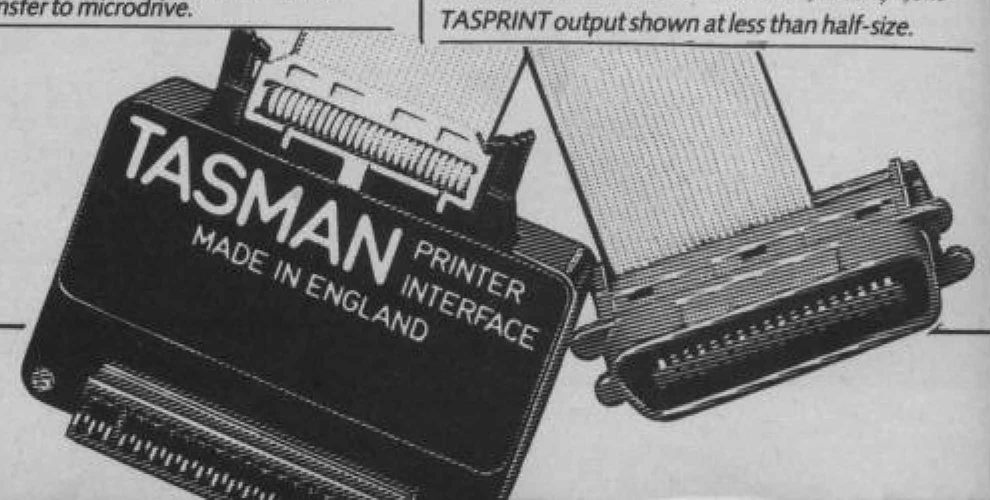
Plug into your Spectrum and drive any printer fitted with the Centronics standard parallel interface. Supplied complete with ribbon cable and driving software. The user changeable interface software makes it easy to send control codes to your printer using the method so successfully pioneered with TASWORD TWO. The cassette contains fast machine code high resolution full width SCREEN COPY SOFTWARE for Epson, Mannesmann Tally, Shinwa, Star, Tandy Colour Graphic (in colour!) printers. TASCOPY shaded screen copy software for this interface (value £9.90) is INCLUDED in this package.

The TASCOPIES and TASPRINTS drive all Epson compatible eight pin dot-matrix printers e.g.

AMSTRAD DMP2000	NEC PC8023B-N	BROTHER M1009
EPSON FX-80	MANNESMANN TALLY MT-80	BROTHER HR5
EPSON RX-80	STAR DMP501/515/5610	SHINWA CP-80
EPSON MX-80 TYPE III	COSMOS-80	DATAC PANTHER
		DATAC PANTHER II

COMPACTA – bold and heavy, good for emphasis
DATA-RUN – A FUTURISTIC SCRIPT
LECTURA LIGHT – clean and pleasing to read
MEDIAN – a serious business-like script
PALACE SCRIPT – a distinctive flowing font

TASPRINT output shown at less than half-size.



D THREE

ZX SPECTRUM AND ZX SPECTRUM+ WITH MICRODRIVE

```
            TASWORD THREE
          The Word Processor
    © Tasman Software Ltd 1986

start at line (1)________
finish at line (last)_____
number of copies (1)_______
line spacing (1)___________
continuous/single (C) C/S_
FF at page breaks (N) Y/N_
print header (N) Y/N______
print footer (N) Y/N______
print page numbers (N) Y/N
  at top or bottom (T) T/B
  at middle/sides (M) M/S_
  start page number (1)___
left print margin (0)_____
FF after printing (N) Y/N_

  Press: ENTER for defaults
         OR to start again
         AT at any time to print
         EDIT to return to menu
```

```
<= move text left         3B mark start       STEP tab right
<> centre line            3U mark end         NOT  tab left
>= move text right        3M move block       3+ set, 3- clear
3J rejustify para (3H)    3N copy block       3t clear all
3K rejust line (un=3L)    3C delete block     3= reset tabs

      Mr J H Shears,                  20th January 1986
      17 High street,
      Lockton Bay,
      Lancashire. LA7 6LK

      Dear John,
                Thank you for your letter of the 15th
      January. I have corrected the first draft of the
      article and I have incorporated your suggested
      changes. It is a good thing that TASWORD has a find
      and replace facility! You will see from the enclosed
      printout of the corrected draft that I have also made
      some other changes and I hope that you agree that
      they are an improvement.
|Line 1|Col 7|R/J on |W/W on |Insert off|Pg/Bk off|EDIT=help|
```

Please note that TASWORD THREE is only supplied on, and will only run on, microdrive.

TASWORD THREE — THE WORD PROCESSOR — Microdrive £16.50

One of a famous family: TASWORD TWO (ZX Spectrum), TASWORD MSX (MSX Computers), TASWORD 464 (Amstrad), TASWORD 464-D (Amstrad), TASWORD 6128 (Amstrad), TASWORD EINSTEIN (Tatung Einstein), TASWORD 64 (Commodore 64)

Available from good software stockists and direct from Tasman Software, Springfield House, Hyde Terrace, Leeds LS2 9LN. Tel: (0532) 438301

TASCOPY
THE SCREEN COPIER

TASCOPY for the ZX Spectrum with Interface 1 cassette £9.90 microdrive cartridge £11.40

The Spectrum TASCOPY is for use with the RS232 output on ZX Interface 1. It produces both monochrome (in a choice of two sizes) and large copies in which the different screen colours are printed as different shades. With TASCOPY you can keep a permanent and impressive record of your screen pictures and diagrams. A list of printers supported by TASCOPY is given to the left.

TASWIDE
THE SCREEN STRETCHER

TASWIDE for the ZX 48K Spectrum cassette £5.50

With this machine code utility you can write your own Basic programs that will, with normal PRINT statements, print onto the screen in the compact lettering used by TASWORD TWO. With TASWIDE you can double the information shown on the screen!

SINCLAIR QL
QL is a trademark of Sinclair Research Ltd

TASCOPY QL
THE SCREEN COPIER

TASCOPY QL for the Sinclair QL microdrive cartridge £12.90

TASCOPY QL adds new commands to QL Superbasic. Execute these commands to print a shaded copy of the screen. Print the entire screen or just a specified window. TASCOPY QL also produces large "poster size" screen copies on more than one sheet of paper which can be cut and joined to make the poster.

TASPRINT QL
THE STYLE WRITER

TASPRINT QL for the Sinclair QL microdrive cartridge £19.95

TASPRINT QL includes a screen editor used to modify files created by other programs, such as QUILL, or by the user from Basic. These modified files include TASPRINT control characters and may be printed, using TASPRINT, in one or more of the unique TASPRINT fonts.

Available from good stockists and direct from:



Springfield House, Hyde Terrace, Leeds LS2 9LN. Tel: (0532) 438301

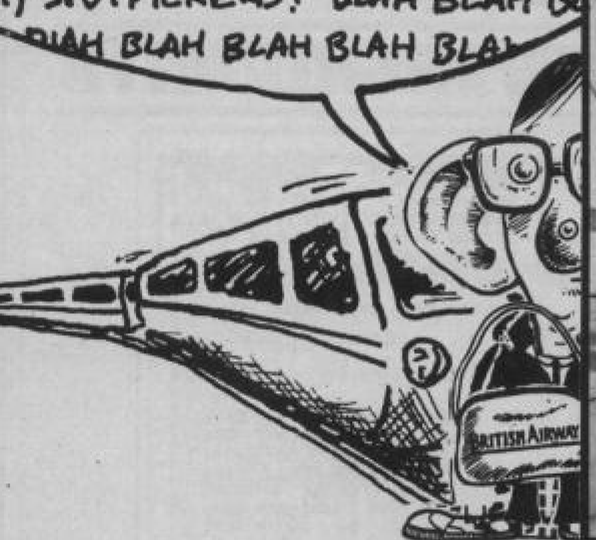
If you do not want to cut this magazine, simply write out your order and post to: TASMAN SOFTWARE, DEPT YS, SPRINGFIELD HOUSE, HYDE TERRACE, LEEDS LS2 9LN

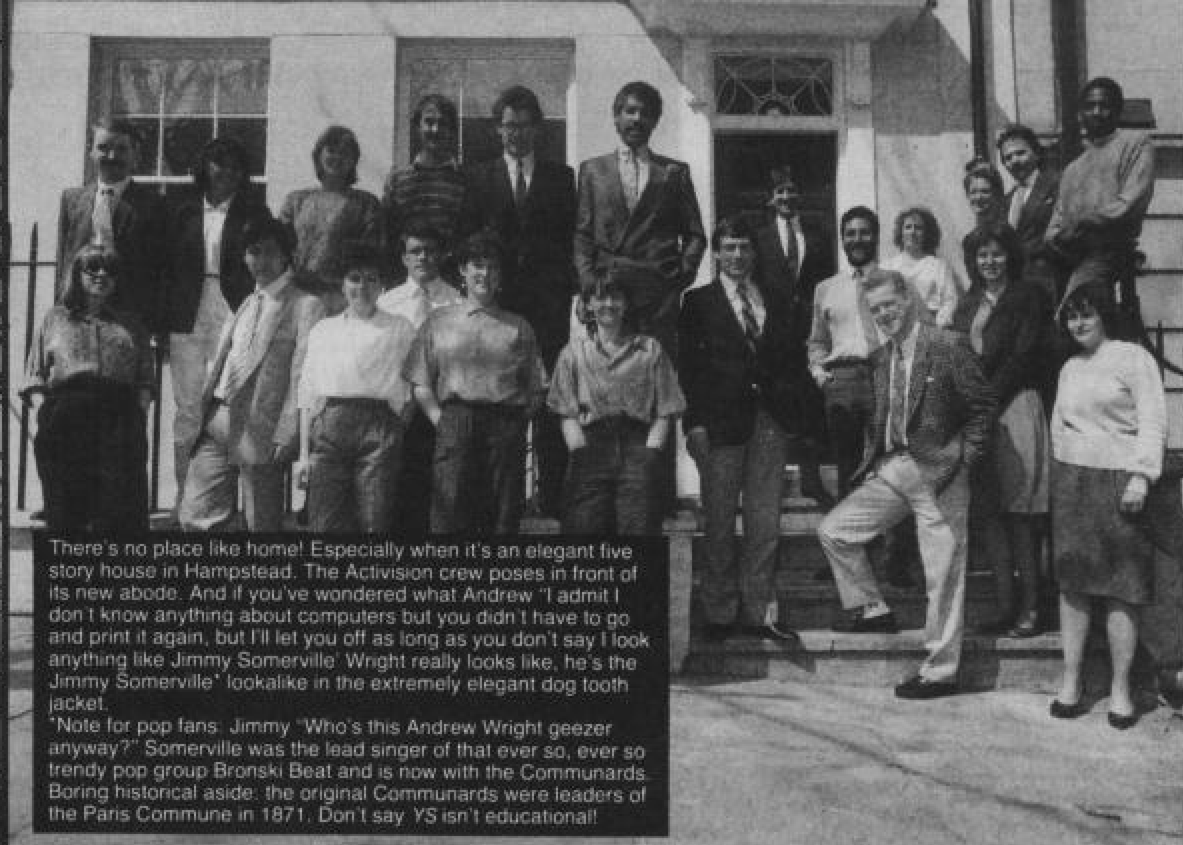
I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number: ....

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Telephone Access/Visa orders: Leeds (0532) 438301		TOTAL £ ______

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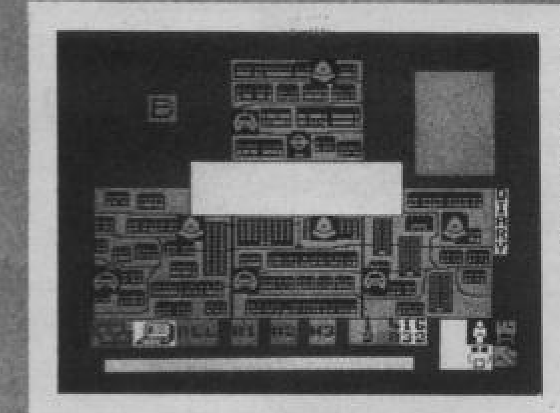
Overseas. The following distributors of Tasman products may be contacted for the address of local suppliers. Many products are supplied in translated form. FRANCE & SWITZERLAND Semaphore Logiciels, CH 1283 La Plaine, Geneva. SCANDINAVIA Kelly data, Postboks 43, Refstad, Oslo. NETHERLANDS Filosoft, PO Box 1353, 9701 BJ Groningen. GERMANY Profisoft, Sutthauser Str 50/52, D 4500 Osnabruck. BELGIUM Easy Computing, Avenue Guillaume Lefever 30, 1160 Brussels. PORTUGAL Infomova, Campo Grande 28 4 A, 1700 Lisbon. AUSTRALIA Dolphin Computers, 99 Reserve Road, Artarmon, New South Wales 2064. NEW ZEALAND Software Supplies, PO Box 865, Christchurch. U.S.A. Ramex International, 17620 26 Mile Road, Washington MI 48094.





There's no place like home! Especially when it's an elegant five story house in Hampstead. The Activision crew poses in front of its new abode. And if you've wondered what Andrew "I admit I don't know anything about computers but you didn't have to go and print it again, but I'll let you off as long as you don't say I look anything like Jimmy Somerville' Wright really looks like, he's the Jimmy Somerville* lookalike in the extremely elegant dog tooth jacket.

*Note for pop fans: Jimmy "Who's this Andrew Wright geezer anyway?" Somerville was the lead singer of that ever so, ever so trendy pop group Bronski Beat and is now with the Communards. Boring historical aside: the original Communards were leaders of the Paris Commune in 1871. Don't say *YS* isn't educational!

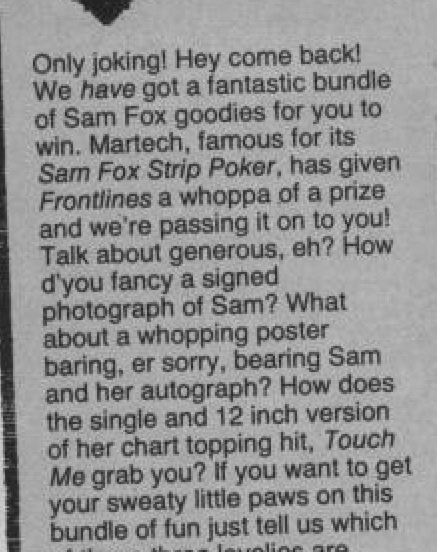


● *MAY THE FORCE* be with you, 'cos it wasn't with us for weeks! Watch out for the review next month!

PPPPPPPPPS:
The Ed doesn't need any jelly 'cos he is one. Wibble wobble!



You dirty little power supply, you! If you thought that spikes in your power supply only occurred when you played hedgehog games (Brrrroooom! Splat!) then think again. A pulse of low or high electricity up your power supply can crash your computer, so guard against it with Power Clean by Masterplug. For under £20 you get not only a circuit to even out your power supply, but a four way socket too! Gimme!



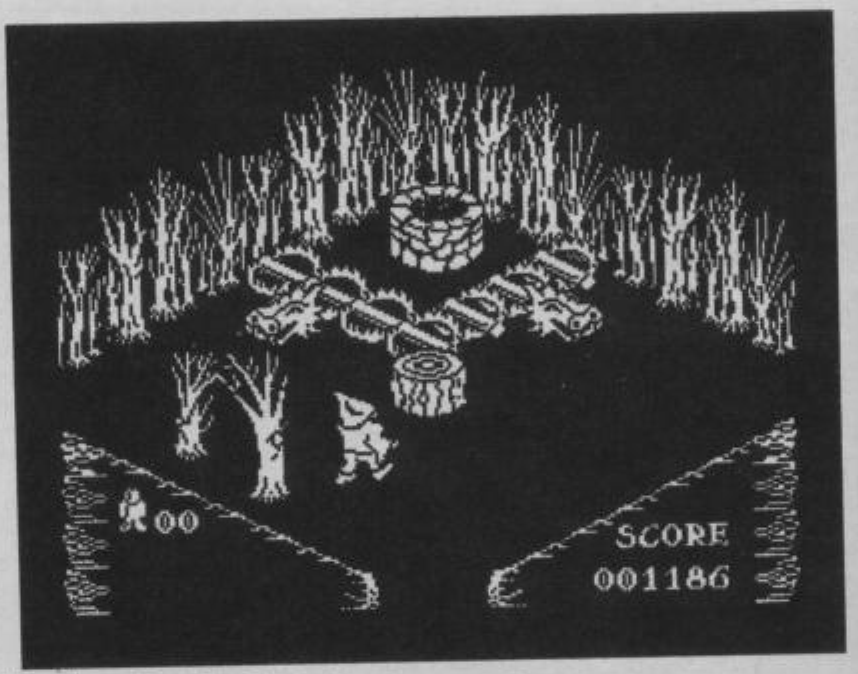
WIN SAM FOX!

Only joking! Hey come back! We *have* got a fantastic bundle of Sam Fox goodies for you to win. Martech, famous for its *Sam Fox Strip Poker*, has given *Frontlines* a whoppa of a prize and we're passing it on to you! Talk about generous, eh? How d'you fancy a signed photograph of Sam? What about a whopping poster baring, er sorry, bearing Sam and her autograph? How does the single and 12 inch version of her chart topping hit, *Touch Me* grab you? If you want to get your sweaty little paws on this bundle of fun just tell us which of these three lovelies are actually page three girls.

1. **T'zer Maughan.** *(Thass a laff! Ed)*
2. **Suzanne Mizzi**
3. **Nancy Reagan**

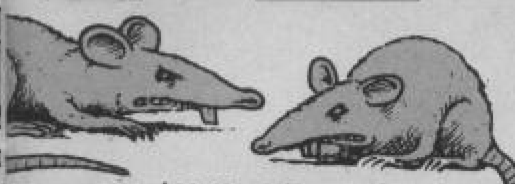
Answers on a postcard please to Bet That Foxed You Compo, *YS*, 14 Rathbone Place, London W1P 1DE.





Here's a first look at *Pentagram*. Now how do you think we could tell it was from Ultimate? *(It said so on the cassette, dummy! Ed)*

FRONTLINES

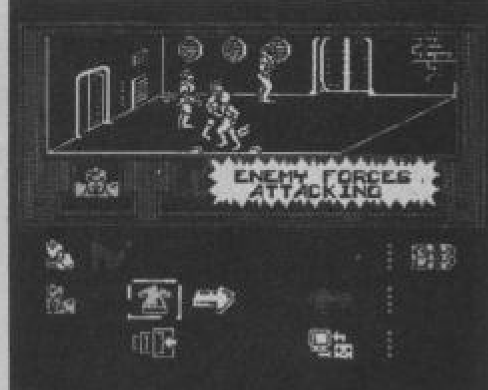


Not that Frontlines is paranoid or anything — who's that, what's that noise? — but the rodents seem to be taking over. Following SofTechnic's The Writer and its "only another week away" Artist II, comes Audiogenic's new 128K version of Icon Graphix, all with maximum mouse-compatibility. Before you know it, YS will be giving away mouse mats and cages... what's that scratching noise. It sounds like...



● Wow, yummy, gimme I want one! Yes, folks, the sexiest joystick (that's sexy in the techno sense!) is here. After swimming the big pond from our Commonwealth chums in Canada, the chunky hunky Gravis Mark VI Switch Controller is now being marketed in this country by those canny Isle of Wightians, Teknacron. For further info give Teknacron a bell on (0983) 853635.

WOT'S ZAT?



Frontlines has got a secret. Schhhhh! Whisper... whisper.... and it's not a choccy bar... whisper... it's not a strategically placed bit of hair... okay we'll tell you. Beyond has offered us ten copies of its recently re-released game, *Enigma Force* to give away to the first ten of you who answer this dead giveaway questiion. even though it's got absolutely nothing to do with the game.

How many bubbles does it take to make a Whispa Bar?

a. **100**

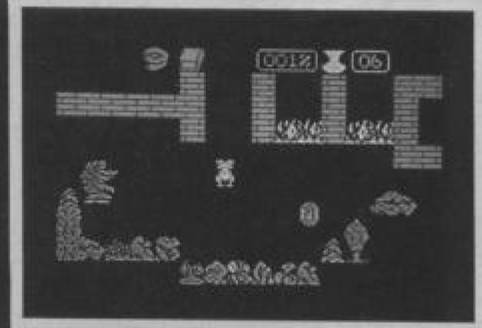
b. **1000**

c. **More than we can be bothered to count.**

Answers on a choccy bar (okay, okay — of its wrapper) to *Enigma Force* Compo, *YS*, 14 Rathbone Place, London W1P 1DE.



Yes it's a picture of EastEnder's hunk, Dirty Den. No, there isn't an EastEnders game... as far as we know. And no he hasn't got a Spectrum. But it is a nice pic isn't it?



● Ribbit, ribbit, Ariolasoft's new game *Toadrunner* has just sprung from it's lilypad onto our screens. You are a Toad Prince seeking the princess who'll snog you back into a prince again (Oh yeuch!) This game, warts'n'all, is an arcade adventure, a race against time to regain your form, collecting helpful objects and, in the way of these things, drop them all over the shop to reach your objective. It all looks jolly good fun. Ribbit.

Mikro-Gen's newie Equinox *has a theme that's bang up to date. It's your job, my little droid, to deactivate a number of radio-active containers and make the planet safe for humans again. Still no sign yet of* Stainless Steel *though from the same stable.*

... remember **Sigue Sigue Sputnik**, I'll just tell you that they were an early 1986 pop group (look 'em up in the history books) and there is now to be a computer game based on them. Can't wait ... to get onto the next story. Oh yes, I've found Atlantis, though Patrick Duffy's nowhere in sight. The company's due to release **Caverns of Kontiona** an arcade/adventure and **Mafia Contract II — The Sequel**. Talking of Bobby, what's that bobbing up and down in the water. Hold your horses while I fish it out. Oh look who it isn't — Dave Carlos. Hi Dave — mind T'zers, you're dripping all over it. Dave: "Hello just thought I'd tell you about the charity stall that's going to be at the next ZX Microfair. It's in aid of **Off The Hook** and any software houses who'd like to donate stuff to be sold can give me a ring on (0279) 726585." Thanks Dave. Hey stop rocking the boat. Shove. Splash!

Addictive is planning to bring out five new games in the next six months with the help of some very talented young programmers. Keep your eyes glued to this column for more details.

Swash ... swirl ... help the boat's filling up with water. Hughie quick start bailing. Bilge pumps on. There goes a Mermaid. I recognise her — that's Myrtle, the star of Activision's new game **Mermaid**. She's got a face that could warp steel and a body that could raise the Titanic. Apart from that she's got to rescue Gormless Gordon the dim diver who's stuck in an ocean liner. Keep her energy levels up with bottles of stout. Whatta women.

Drip ... drip ... I'm running out of time ... Melbourne House has declared July as Tolkien month in honour of its repackaging of **The Hobbit**. Those of you who haven't yet caught the Bilbo plague will now find the game, minus book, in a double library cassette case. MH is also bringing out three new titles. **Way Of The Exploding Fist II**, **Asterix** (what gall) and, wait for it, **Judge Dredd** of 2000 AD fame. Okay, so I got the company wrong last mon. Glug ... sozzle ... slurp. Whoops man overboard. Hughie's fallen out. Bleuuuurgh! And I feel sea sick. Pass the sick bag Ralph. T'zers is nearly underwater.

Just time to tell you that ex Hacking Away aficionado, Chris Wood is programming Elite's new coin-op conversion, **Trojan**. The Edge has also picked up the licence for an arcade game but no-one's letting on yet which one. Wait'n'see.

Glug ... gush ... Gargoyle is working on a momentous leisure release for Christmas. It'll be a major product and it's all about ... glug ... glug ... glug.

Teresa Maughan



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LETTERS

EVERY ONE A WINNER!

WRITE TO: *YOUR SINCLAIR*, 14 RATHBONE PLACE, LONDON W1P 1DE

A fabulous bundle of software for the star letter ☆ All letters win a YS Badge

HAMPTON WITS

Have you seen *Sam Fox's Strip Poker* yet?

You haven't Well... hee, hee. We have and boy, what a cracker.

One day, my fellow Sam fan and I sat innocently (*I bet! Ed*) in front of our Speccy with a copy of said game and this is what happened:

1 When Sam's cash dropped to about £800 she began to take off her gloves.

2 At £600 she was pictured wearing what looked like a shirt. (Keep cool Ed).

3 At around the £400 mark she sheds her shirt revealing her frillies. (How's your blood pressure Ed?).

4 Now if you're lucky and you reduce her score to £200 you'll be confronted by a picture of Sam with one strap of her brassiere hanging off her left shoulder. Get the straight jacket!!

5 If you get Sam's score down to below £30... (*The rest of this letter has been censored for a couple of very good reasons. Ed*).

Do we get a prize for completing it? If so could it be a night out with Samantha?

Neil Sleeman and John Stone
Hampton, Middx

PS We'll bring the cards!

I'm not having such licentiousness in the Letters page. There'll be no prize for you. I reckon you ought to take a cold shower each and not come out until your fingers have gone all wrinkly. And don't forget to dry between your toes. ***Ed***

COMMIE PLOT

I've just read Mark Devlin's letter (YS5) in which he sings the praises of a certain well known Commie machine. Bleeeeuuurgh!

Andrew Toone
Nuneaton, Warks

Oh no, I should've guessed that letter would've started something. "Mr" Devlin should think himself very lucky that he didn't have to plough through all his "fan" mail...

I think Mark Devlin is pathetic. How can he say that the Spectrum only boasts games like *Horace Goes Ski-ing* and *Chequered Flag*. He conveniently seems to overlook *Movie, Nightshade, Alien 8, Sweevo's World, (Streuth there's tons of this stuff — snip. Ed) Rambo, Sai Combat, Skool Daze, Batman, Way Of The (Okay, okay, I think we get the idea. Ed) Frank Bruno's Boxing*, know what I mean, *'Arry Barry McGuigan's (Are you still here cloth ears? Ed), Superbowl, Turb(Go away! Ed) o Esprit, Lord Of The Rings, Dun Darach, Tomahawk (Shaddup! Ed)*...

Peter Cashmore
Wolverhampton, Staffs

You wait till I get my hands on you, Mark Devlin. Oh no, here comes the Hell's Angels...

Who was the bl**dy idiot that let that poor deranged C***** 64 owner loose in the letters section? Whoever it was deserves to be shot. (*I very nearly was too — see this month's subscriptions ad. Ed*)

So what about superior graphics, games etc? If it wasn't for the Spectrum and its predecessors like the ZX81 these C***** owners would still be swinging from the trees, let alone owning a personal computer. As for loading times, I can remember waiting half an hour for a C***** 64 game to load. Admittedly this was a few years back (God, I'll be revealing my age next). As for the games he cared to name, the majority of them were converted from the original Spectrum format to that of the 64. And for my final twist of the dagger, at least if I wish to program in Basic, I can, without PEEKing and POKEing to obtain the function I require, and without forking out another £36 (I think) for the Simon's Basic cartridge.

So beware, my friend, of large bearded people on British motorcycles — it may be me!

To end on a cheerful note — nice mag YS!

The long-haired bearded person on the BSA A65L
Ashford, Kent

So, let this be a warning to anyone else who thinks he can creep up and take advantage of the good nature, friendly demeanour and general bonhomie of your average Speccy owner. You'll have your head bitten off! Any Amstrad owners want to give it a go? ***Ed*** *But I thought we were all Amstrads under the black plastic casing now!* ***T.P.*** *Don't start them off again.* ***Ed.***

BLANC LOOKS

My husband challenged my son to a game of *Transformers* by Ocean. My husband scored 20,965 and my son, Liam, 815,060. Nothing unusual you might say, but my son is only five years old. Is this a record?

Bettine Blanc
Basingstoke, Hants

If it's black, flat and circular with a hole in the middle, then the answer's probably yes. Boom boom. ***Ed***

POW SPLAT

STAR LETTER

"I've got a copy of *Rambo* and when I shoot the Russian helicopter the game crashes..."

How many times have I heard that? Well, in your May issue you had two guys complaining about *Rambo*.

Don't despair, 'cos I'm here with the solution.

After rescuing the remaining POWs from the camp, go back into the helicopter and keep your fingers on the up and left keys. When you get to the top of the playing area you should see a load of hangars and an 'H'. Land your chopper and step behind or inside a hangar and you'll be congratulated by a tinkly tune!

Colm Chung
Islington, London

Thanks Colm but you didn't expect all those Rambrains out there to work all that out. It's hard enough getting them to remember the one instruction SHOOT! ***Ed***

POCKET MONEY

keting compa...
As well as buying rights to ... m
the computers for £5 m, ... wo
Amstrad has bought Sinclair's ... offs
inventory of stock. This has ... di
wiped out Sinclair's £7 debt.
Alan ...

Why didn't Sir Clive let on? It wasn't till I read this in *Popular Computing Weekly* that I knew the full extent of Sir's debt.

Phil Long
Kilburn, London

If only he'd told us earlier, we'd have had a whip-round at Castle Rathbone. ***Ed***

DOODLEBUGS

Keep on doodling — it's a doddle! Send your cartoons to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE. There's a prize of a new game for each cartoon printed.







Sinclair Blues by Philip Webb of St Albans

FUNKY GIBBONS

I am writing to you about the most boring subject that can be written about. No, not C5's, no not even pocket TV's. I am putting forward three theories and three contra-theories on software piracy...

Dezzy Gibbons
Co Meath, Ireland

*Zzzzzzzzzzzzzzzz... did someone speak? **Ed***

TORN OFF A STRIP

I've been reading your mag since the days when the cover picture actually gave some hint that it was a computer publication and I've even had the odd contribution of my own printed on occasion. But I'm afraid that issue 5 prompts me to write to you with a genuine complaint.

The problem is your *Time Travel* comic strip (fortunately now concluded). Things started to look a bit dubious when the female character started discarding her clothing for no apparent reason — silly, but tolerable. But then we are 'treated' to the sadistic trash in issue 5 which is quite unjustifiable. No doubt the perpetrators obtain some obscure satisfaction from the concept of 'Woman in Peril saved by Wimp turned Super-hero', and there is undoubtedly adequate precedent for it in the comic-book genre.

But there are many ways of depicting this type of scenario in a tolerably acceptable fashion without detracting from the excitement or entertainment value of the story.

Certain of the pictures on page 85 were offensive and tasteless in the extreme — and please don't give me the 'people can tell the difference between fantasy and reality' garbage — there are some who can't.

Besides which it's the insidious inculcation of the concept that abuse of women in such a way is acceptable in certain situations, if they are sufficiently divorced from 'reality' which is considerably more dangerous than the transient nastiness of the pictures themselves.

I'm only pleased to see that this particular piece of sexist drivel is no longer polluting your pages and I hope that you will not be ill-advised enough to include any more such, in what is otherwise a pretty good magazine.

Jim Grimwood
London

Strong words — as well as a few long ones! But your accusation's an important one and deserves a serious answer. Firstly, it wasn't our intention to be sexist but I know there's sometimes a big difference between intent and result. And I'd be 'fibbin' if I said that I wasn't a bit jittery about some bits of the strip — there's a certain amount of truth in the cartoon below. Nevertheless, I still don't reckon it's as terrible as you make out. For a start, I believe you'd be hard pushed to find someone who couldn't tell the difference between fantasy and reality. The argument's not very strong when used about television programmes but it falls over if you apply it to a comic strip involving time travel, robots, and the loopy idea that Commodore computers could possibly survive into the next century. C'mon. Agreed, some of the scenes in the cartoon may have been a bit shocking but no more than a lot of early evening telly programmes (or other cartoon strips for that matter) and what violence there was, was certainly not directed specifically against women.

*And now that the cartoon's finished, I'd like to hear what the rest of you thought of it — do you prefer the style of our new strip or can you see Rogan making a return from the dead? But before we drop the subject, here's a slightly more light-hearted view of the subject. **Ed.***

I freely admit that I'm not a great one for spotting errors in hex-code. As for train-spotting, you could park a Bayer-Garratt in the middle of a list of Assembler and I wouldn't notice. But I did spot the glorious bloop in *Program: Time Travel* in which the heroine gained a pair of leather tights in a marvellous continuity error! Now I can only assume that either the art editor was overcome by the thought of an underdressed heroine or a page was inadvertently missed out. Charitably assuming the latter, I duly searched carefully and came up with the missing sheet.

Now with continuity restored and legs decently covered, I trust that blushes will be spared all round.

Philip C Webb
St Albans

TRAINSPOTTER AWARD



I claim the trainspotter award for YS issue 5. Concealed in the answers to the Fly Me Compo, there it was, glaring for all to see.

The speed of sound 331.46 metres/second? Sure, at 0°C. But where are you going to find 0°C over the Bay of Biscay? The mean annual temperature of the air at sea level in that area is 15°C. Assuming a lapse rate of 1.98°C per 1000 feet as in the International Standard Atmosphere, the level of the 0°C isotherm will be approximately 7576 feet.

Even allowing for seasonal variations over land at, say, Bordeaux, the mean monthly temperatures range from +5°C to +22°C (this variation will be less over the Bay), putting the 0°C isotherm at approximately 2525 feet and 11,111 feet respectively. Come on, whose leg are you trying to pull? Does Concorde really fly that low during these runs?

Surely the altitude is more likely to be above 36090 feet, where in an International Standard Atmosphere an isothermal layer is assumed to start, its temperature being -56.5°C. (*Er, yes — or rather no. Ed*). At this temperature the speed of sound is approximately 295 metres/second, giving an error of over 10% in your answer!

The correct answer to allow for any deviations in temperature, the only factor to affect the speed of sound in air, must be Mach 1, by definition. Ask any supersonic pilot!

John D Taylor (Captain)
Chelmsford, Essex

PS The Captain may not always be right, but he is always the Captain!

*Aha! Fortunately, the Ed may not always be right, but he is always the Ed! And I'm the one who judges the compos. But assuming a lapse rate of one mistake per 1000 (or so) pages and a mean (Very mean **T.P.**) monthly rate of one trainspotter award per issue, taking into account the International Standard increments on the leg-pulling isotherm, then provided my coffee attains a temperature of 87°C, the answer's yes. You can have a trainspotter award! **Ed***



Travelling Gear — Time Slip! Philip Webb of St Albans

LETTERS

LANCASHIRE HOT SHOT

It happened one night in the bedroom (no, not that!) I was half-way through playing *Alien*; it had hatched from Dallas (not the BBC version), Brett had ducked out in the duct, Kane had been killed in the shuttle-bay, Ash had smouldered in corridor 6, Lambert was a broken woman, Parker was wounded but okay, Ripley was fine but Jones the cat was uneasy. (*I don't blame him! Ed*) The Tracker was working — bleep, bleep, bleep. The Alien was near, and as I gripped my Spectrum+ with fear, sweat rolling down my brow, it happened — ZAP!! I was greeted with the Spectrum logo. At first I thought this was an underhand trick played by the Alien, because I had the winning post in sight. But no, on closer inspection I discovered a small, slim button on the left hand side, just under the edge. Now I would like to know if this is a reset button? I have tried it with other games and it clears without any problems, but if it isn't will I be causing any damage to the Speccy? I'm sure the experts at YS can put me right.

R Brocklebank
Skelmersdale, Lancs

Well, I've put it to the team and concensus of opinion is that anyone unaware that there's a reset button on the Spectrum+ and who still insists on playing Alien *as if it's the most gruesome game to come out of Argus, (I mean, have you seen some of the offerings on 30 Games?) cannot be put right. The screws not just loose — the thread's gone! **Ed***

DANGEROUS FRUITCAKE

First of all I would like to give a hint to all the Elitists out there. Last month someone wrote in with the bug that allows you to jump from one space station to another. If you follow the same procedure but use Galactic Hyperspace instead of Hyperspace then you can jump to space stations anywhere in your galaxy. You do not move to the next galaxy and you retain your Galactic Hyperspace.

Another thing that might interest Elitists is the existence of a "Cloaking Device" right out of Star Trek. This is acquired by picking it up with your fuel scoops and is activated by the Y key. It makes your ship invisible and makes the screen a nice shade of grey but it also drains your energy cells rather drastically.

If you follow the method given in YS 5 for going into witch space and at the same time enter the space station you will find yourself docked nowhere and unable to launch.

Steven "Dangerous" Docherty
Govan, Glasgow

PS A message for some of my friends to prove this letter is from me.

"Von Sorley's Panzers are moving south. It is not true about Schitzo and Pinn. Droid Mission will be a success. Lemon tips are cool. Helen is a teddy bear. What about John and Suz? And why is Suz called Tina? I want to know!! Does the other Steven (John's brother) really like carmels?"

*You mean you've got friends? At the, um, "home" is this? And they call you "Dangerous", do they? A nice jacket is it? Ha ha, good boy, here's a "carmel". **Ed***

TASMANIA

I've been known to read the odd copy of *Your Sinclair*... let's face it, every copy is a bit odd! I was even a reader when the predecessor was on the bookshelves. Well, among all the superb articles and rave reviews (creep, creep) I have noticed that people are amazingly free with their complaints but not quite so eager to praise. (*Us? Complain. When have you ever heard us complain? If it weren't for the conditions we have to work under and the meagre pittance called a salary and... T.P.*)

It may not have escaped your eagle eye (*It will now we've printed it. Ed*) but I am the proud possessor of a word processor package. In fact, the much heralded *Tasword III* and it deserves praise.

It's not surprising with such a complex piece of software that a byte or two needed adjustment. I wrote to the Tasman mega-brain with two small problems and within seven days received a replacement copy of the program suitably sorted. Mega-service indeed!

I use the package commercially using ZX Spectrum+ and Epson LX80 hardware and cannot praise it highly enough. Excellent

Peter Gleed
Plymouth, Devon

PS The mag is quite good too!!

*Now who's overdoing it with the praise? Still, I think you'll find we said much the same things about the product last issue. **Ed***

PSYCHO PATH

I am writing to you, cat, because I believe you are the only intelligent being at YS.

I've always had my fears about the Ed, he seemed strange and kept making wise comments about Bumpries, but the other day, in issue 5, I heard him comment on Alexander Liddell's letter, saying his computer design should be called a Specstrad. Then what happens? All of a sudden Amstrad takes over Sinclair! "Cor" I thought, "Ed's a psycho. How else could he foretell Amstrad's takeover".

So now we know. The truth is out. Ed, when will I win the Pools?

As for T.P. — Yeurggh, where's the shotgun?

Kevin McCarney
Ilkley, W Yorks

Miiaooow you dont have to tell me dearie i have to live ere there are no mice plenty of rats but no mice the milks always sour dirty devils never wash anything up and talk about lumpy oh you wouldnt believe what i have to put up with dearie and to cap it all theres this lunatic called ed psychopath you say you wouldnt believe the alf of what goes on and look now hes got that shotgun you were talking about and hes BANG!!!

Nyahahahaha... ***Ed***

SUCKER

You may think this is very silly and it probably is. (*Believe me, it is. Ed*). You see, when I tried to clear my Spectrum+ keyboard of dust, I washed every keytop in luke-warm water, then rinsed them (that wasn't the silly part) (*That's what you think! T.P.*) and then I replaced the keytops.

This was fine for five weeks and then they were even dustier than before. I got out my mother's vacuum cleaner, plugged it in and started to vacuum the keyboard. *Your Sinclair* was open and I started to read the 128 review whilst I was using the vacuum cleaner. I heard this clinking sound, looked at my Speccy and got a terrible shock. Seven of the keytops had vanished! In shock I began to empty the dust bag to find the keytops smothered in dust. I replaced them, never to use a vacuum cleaner again, not even five foot away from it.

Neil Christie
Fraserburgh,
Aberdeenshire

*And the moral of this story is (as we all learnt in Physics) that nature abhors a vacuum. Especially if it's a Hoover. **Ed***

PYRAMUDDLE

You wouldn't guess what Troubleshootin' Pete has done to my life by giving away a free, cut out, fold up, easy-peasy DIY patent microdrive kit! Not only did it cure my cartridges, but it also fixed my Interface 1, my Speccy and it cured my cold! Amazing!! But, best of all, I put it on my sister's (spit) head and next morning she'd vanished, never to be seen again!! (Hooray!)

Thanks T.P.

Justin Adams
Ringwood, Hants

We wondered who the nice young lady who turned up unannounced at the office last week was. I thought there might be a few side effects with our YS patent pyramid. Let's see if it works for me. First, the 'r' key on the typewite. It woks! Now fo whole wods. Yep, thee goes .Let's have a go at what's left of the Lette

SMALL PRINT

Having just bought a Sinclair QL and immediately becoming a member of the Defunct Business Machines club, I was wondering what to do with this *amazing* piece of machinery.

R J Pardoe
Luton, Beds

*Okay, the first Spectrum owner to answer that gets a clip round the ear. **Ed***

YS5's got the lot — a decent adventure bit, DIY turbo loader, lots of QL stuff (not that I've got a QL — I'm just interested), Micronet (not that I've got a modem), Wafadrive offer (not that I've got 50 quid...)...

Tim Goodwin
Bedford

*...and lots of other brainy stuff (not that I've got a...). Oo-er, what am I saying? **T.P.***

If my letter gets published, instead of a YS badge could I please have a full-size piccy of good old T'zer?

Jon Rose
Bognor Regis, Sussex

*Are you sure you mean full-size? What's the postman ever done to you? **Ed***

Come on Ed, we all know you're really in love with Teresa Maughan, so admit it and make it legal.

Jason Wallace
Bromley, Kent

*It's not illegal just criminally insane! **Ed** He says the nicest things. Thwack! **T'zer***

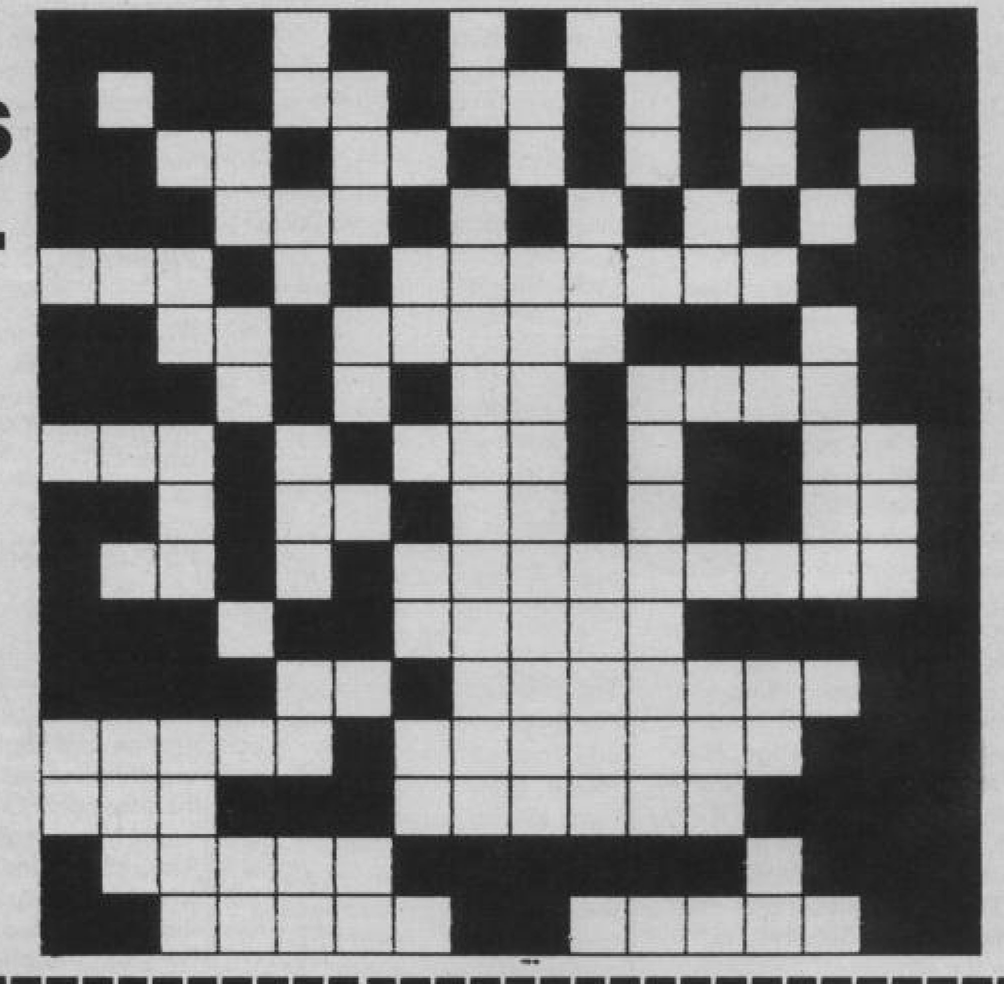
I am never going to touch your mag again because of the April Fools joke that you played in the April issue.

Thomas Jago
Shrewton, Wilts

*Have you tried using rubber gloves? **Ed***

COMPETITION

WIN A SPECTRUM 128, A COMPLETE SET OF QUICKSILVA'S GAMES AND... AND... AND... AND...



Wow! Have we got a tantalising compo for you this month? (This is a rhetorical question — we have indeed got a tantalising compo for you!) Quicksilva wants to make your day. It's offering the lucky winner an all-expenses paid trip to London to collect a brand spanking, black boxed Spectrum 128. Plus you'll be given all of Quicksilva's current Sinclair titles to take away — and that includes YS *Hot Shot* Max Headroom, Yabba Dabba Doo and many many more.

And just so this is not a win-or-bust compo the ten runners-up will each receive a copy of Quicksilva's new arcade adventure Tantalus 1 — The Enemy Within.

With its stunning graphics and a staggering 1,024 rooms to explore, Tantalus 1 is sure to be a winner. And Sid Vicious fans will especially love it 'cos it features Spike — a punk haircut on legs. Actually, Spike's a Punkoid (a genetic mutant fighting machine) who's been sent to the planet Tantalus to assassinate the last human deviant in the universe. Tantalus isn't what you'd call tantalising though — it's riddled with caverns and hidden passages and worse still 32 fatal doors. Spike has to find a way of unlocking these doors whilst trying to avoid, or destroy, the assorted aliens.

So, what d'you have to do to get your mitts on one of these fabulous prizes? Colour your hair green? Nope. Pogo without a stick? Nope. Listen to Sigue Sigue Sputnik? Double nope. We want you to design a punk, that's what.

Spike was drawn on a 16 by 16 pixel grid (2 × 2 character squares). Now we want you to design a punkoid to be used in the game's sequel — Tantalus 2. Your character can be either a walking, bouncing or flying punkoid just so long as he looks pretty punky. To give you a hand we've included the design for Spike — cute ain't he? Easy so far. And to finish off all you have to do is christen your punk creation — after all, even punks have names.

To enter simply draw your design in the grid provided and fill in your character's name. Send the whole caboodle, or a photocopy, to Design A Punk Compo, YS, 14 Rathbone Place, London W1P 1DE. So c'mon punks, make your day.

RULES

Punks from Sportscene Specialist Press and Quicksilva will be stripped of their mohicans if they try and enter.
All entries must reach us by July 31st 1986 — or else!
Don't get into fights with Johnny "the Ed" Rotten unless you want a safety pin through your nose.

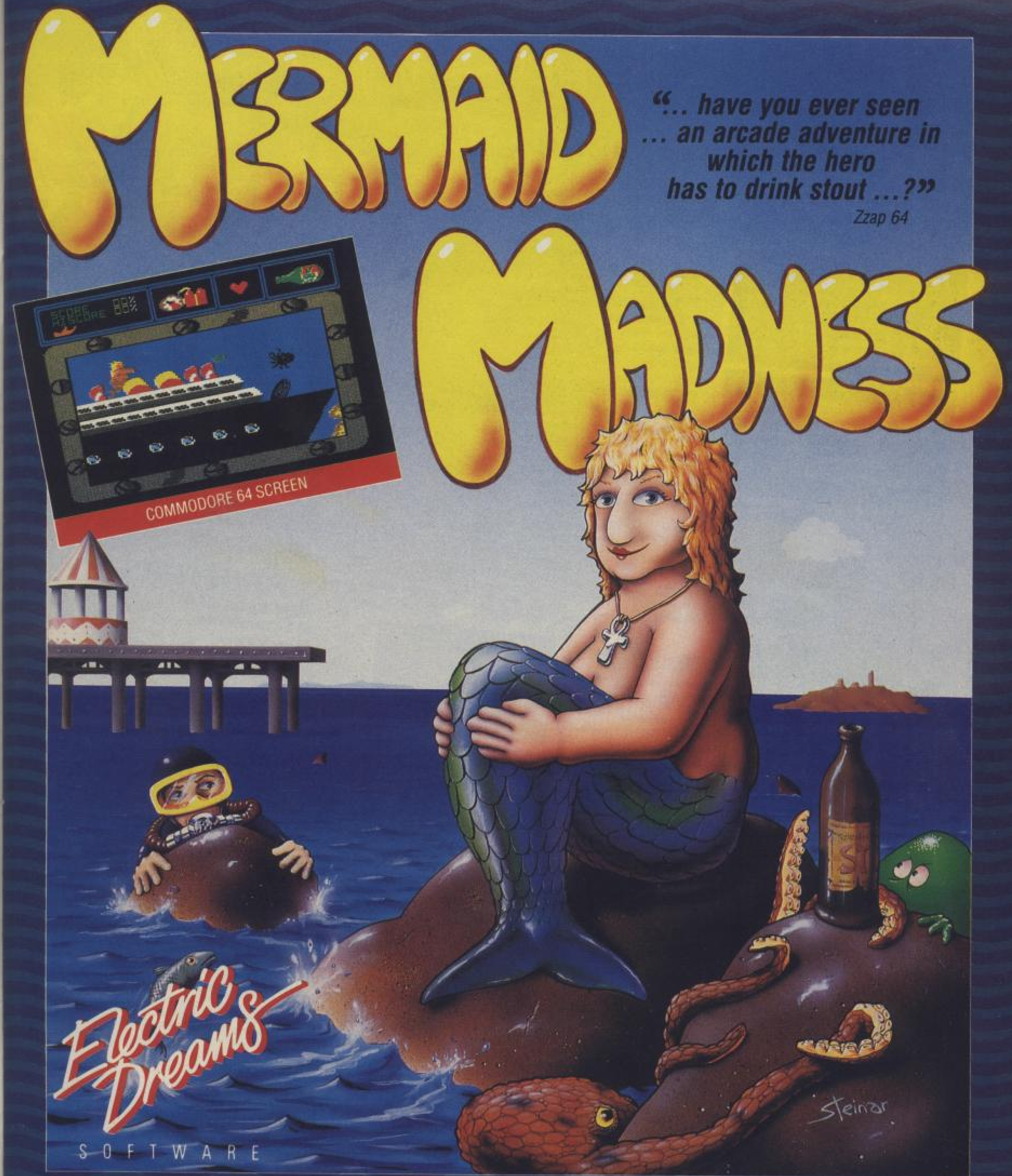
I name this punk ....

Name ....

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....

.... *Postcode* ....



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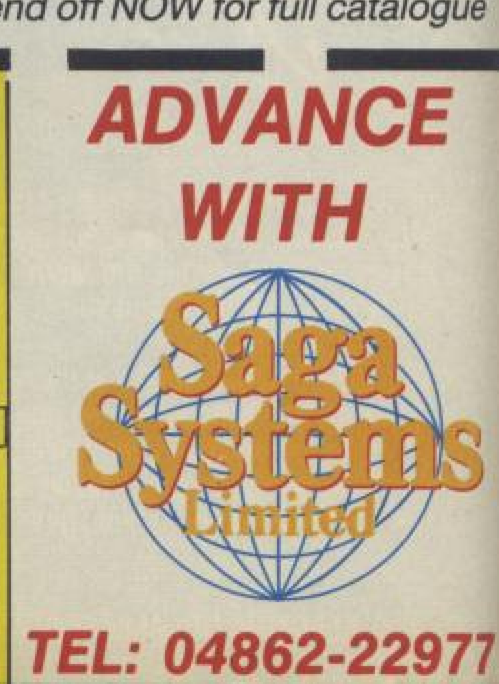
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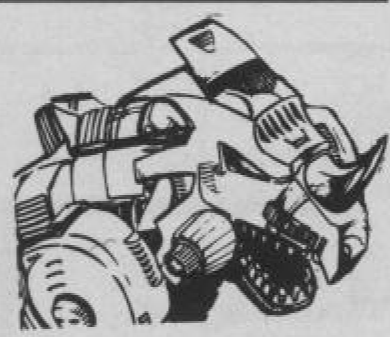


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HACKING AWAY

ZZKJ RETURNS WITH A HANDFUL OF HACKS AND A POCKETFUL OF POKES.

ZOIDS



Here's a nifty program from **Chris Wood** *(funny, I'm sure I've heard that name somewhere before) for* Martech's Zoids*. Type it in, run it, and if you don't get a 'Checksum Error' message play your Zoids tape from the beginning. Lines 150-180 are for each of the different POKEs — you can delete the lines containing POKEs you don't want.*

```
10 REM ZOIDS HACKING PROGR
AM (C) CHRIS WOOD 1986
20 CLEAR 65535: LET t=0
30 FOR n=23307 TO 23430: R
EAD a: LET t=t+a: POKE n,a
: NEXT n
40 IF t<>14208 THEN PRINT
"CHECKSUM ERROR": STOP
50 FOR n=n TO 1e9: READ a:
 IF a<256 THEN POKE n,a: N
EXT n
60 BORDER 0: INK 0: PAPER
0: CLS : RANDOMIZE 1267+US
R 23296
70 DATA 118,205,162,45,127
,90,90,75,74,72,59,59,225,
17,47,91,
80 DATA 6,88,26,203,65,40,
3,134,24,1,174,18,19,16,24
3,35
90 DATA 13,242,24,91,124,1
52,95,111,178,127,248,52,1
43,111,244,26
100 DATA 211,228,98,234,24
4,98,246,244,98,78,244,98,
74,244,102,119
110 DATA 130,102,178,98,54
,178,115,111,244,95,1,61,1
46,68,0,117
120 DATA 123,0,195,95,109,
72,143,122,126,102,169,113
,115,78,123,100
130 DATA 175,102,210,98,44
,73,111,166,169,54,36,95,7
0,31,155,95
140 DATA 168,70,143,164,82
,199,127,212,220,199,46,11
9
150 DATA 175,50,109,209:
REM NO ZOIDAR POWER LOSS
160 DATA 62,191,50,229,217
: REM INFINITE MISSILES
170 DATA 175,50,125,213:
REM INFINITE BULLETS
180 DATA 62,24,50,229,214:
 REM TAKE INFINITE DAMAGE
190 DATA 195,1,137,999: RE
M END MARKER. DON'T DELETE
```

HACK OF THE MONTH

WAY OF THE TIGER

Talking about familiar names, here are a couple of hacks from **Andrew Brown** *and his printer packing partner,* **Chris Boland***. The first for* Way Of The Tiger *will give you infinite endurance in any of the scenarios. Trouble is, it corrupts the bottom of the screen as this is where the routine lives — still you can't have everything. This is unavoidable because the game uses up all the memory at one time or another. Simply type it in and run it. If you don't get 'Checksum Error' play the game from the start — it'll now load and work as normal but you'll be a lot more resiliant!*

```
10 REM WAY OF THE TIGER HA
CK (C) ABR 1986
20 CLEAR 39999: LET t=0: F
OR n=60000 TO 60086:READ a
30 POKE n,a: LET t=t+a: NE
XT n
40 IF t<>9211 THEN PRINT "
CHECKSUM ERROR": STOP
50 LOAD ""CODE : POKE 5741
3,201: RANDOMIZE USR 60000
60 DATA 243,49,48,117,205,
4,224,33,122,187,62,195,11
9,35,62,57,119,35,62,188,1
19,33
70 DATA 149,234,17,57,188,
1,7,0,237,176,33,156,234,1
7,224,87,1,27,0,237,176,33
80 DATA 224,87,34,181,95,1
75,195,70,224,62,201,50,0,
0,225,201,254,1,32,5,33,22
0
90 DATA 177,24,12,254,2,32
,5,33,119,176,24,3,33,235,
178,34,60,188,195,62,187
```

DALEY THOMPSON'S SUPERTEST 128

AY-3-8912. 'Ay?' I hear you cry. If you're a Spectrum 128K owner you'll no doubt guess that this one's for you. It's for Supertest 128 *and it comes from* **Chris Wild***. (Can someone please tell me why the vast proportion of hackers are called Chris? Answers on the back of a £5 note — the best will get a YS badge!)*

If you're about to rip your heatsink in sheer frustration at the difficulty of some of the events then put away your hacksaw and start typing! First, type in MERGE" ", press Enter and play the fully rewound game tape. When the 'OK' message appears stop the tape and type in the following lines:

```
11 POKE 27061,40
12 FOR n=27098 TO 27105: R
EAD a: POKE n,a: NEXT n
13 DATA 62,58,50,179,149,1
95,16,142
```

Done that? Now type in RUN, press Enter and start the tape. The program should then load normally... Five hours later when it's finished, you'll have infinite lives and no more frustration. What about some POKEs for Sweevo's Whirled *and* Fairlight II *on the 128?*

RASPUTIN

Lady Penelope's back (YS issue 3) — or rather Penelope D'gaulle Bennet — with some info for those going mad with the Russian monk Rasputin*. Follow the four simple steps below and all your problems should be solved — over to you Penelope:*

1. First freeze the game.
2. Press CAPS and 'R' — the beeper will then beep.
3. Carefully type in 'STALIN' — the beeper will beep with every keypress. If you hit the wrong key the game will un-freeze and continue so you'll have to go back to step 1.
4. After the cheat code ('STALIN') has been entered type in a two digit room number. The two digit room codes range from 00 to 24 and 33 to 40. Enter the rooms from 0 to 9 as 00, 01, 02 and so on. Hey presto! Immediate access to a room of your choice.

Thanks for that one Penelope — it's FAB!

YABBA DABBA DOO



There's nothing prehistoric about this infinite lives program from **David Brankin** *and* **Jonathan Evens** *for* Yabba Dabba Doo.

```
10 REM YABBA DABBA DOO HAC
K (C) DAVID J. BRANKIN
20 FOR n=65000 TO 65007: R
EAD a: POKE n,a: NEXT n
30 DATA 175,50,92,170,124,
246,1,201
30 LOAD ""CODE
40 POKE 64909,195: POKE 64
910,232: POKE 64911,253
50 RANDOMIZE USR 64767
```

To use it, type it in, run it and play the game tape from the start. The game will now load normally and lucky ol' you will have infinite lives.

TAU CETI

Andy Brown *and* **Chris Boland** *have sent in a crack hack for the brilliant* Tau Ceti *— with this program you get infinite flares, infinite missiles and infinite anti-missiles. All you have to do is type it in and run it. As before, if you don't get the 'Checksum Error' message play the game tape from the beginning. The flares and missiles wrap around to 255 after reaching 0 but the missiles stay at 8.*

```
10 REM TAU CETI HACKING PR
OGRAM (C) ABR 1986
20 CLS : LET t=0: FOR n=60
000 TO 60061: READ a
30 LET t=t+a: POKE n,a: NE
XT n
40 IF t<>6245 THEN PRINT "
CHECKSUM ERROR": STOP
50 RANDOMIZE USR 60000
60 DATA 221,33,0,236,17,20
0,0,62,35,55,205,86,5,48,2
41,62,201,50,13,236,33,136
,234
70 DATA 17,0,64,1,22,0,237
,176,205,3,236,49,31,64,19
5,0,64,205,19,236,175,50,2
20,191
80 DATA 50,53,192,50,54,19
2,50,7,192,50,8,192,195,0,
91
```

BOMBJACK

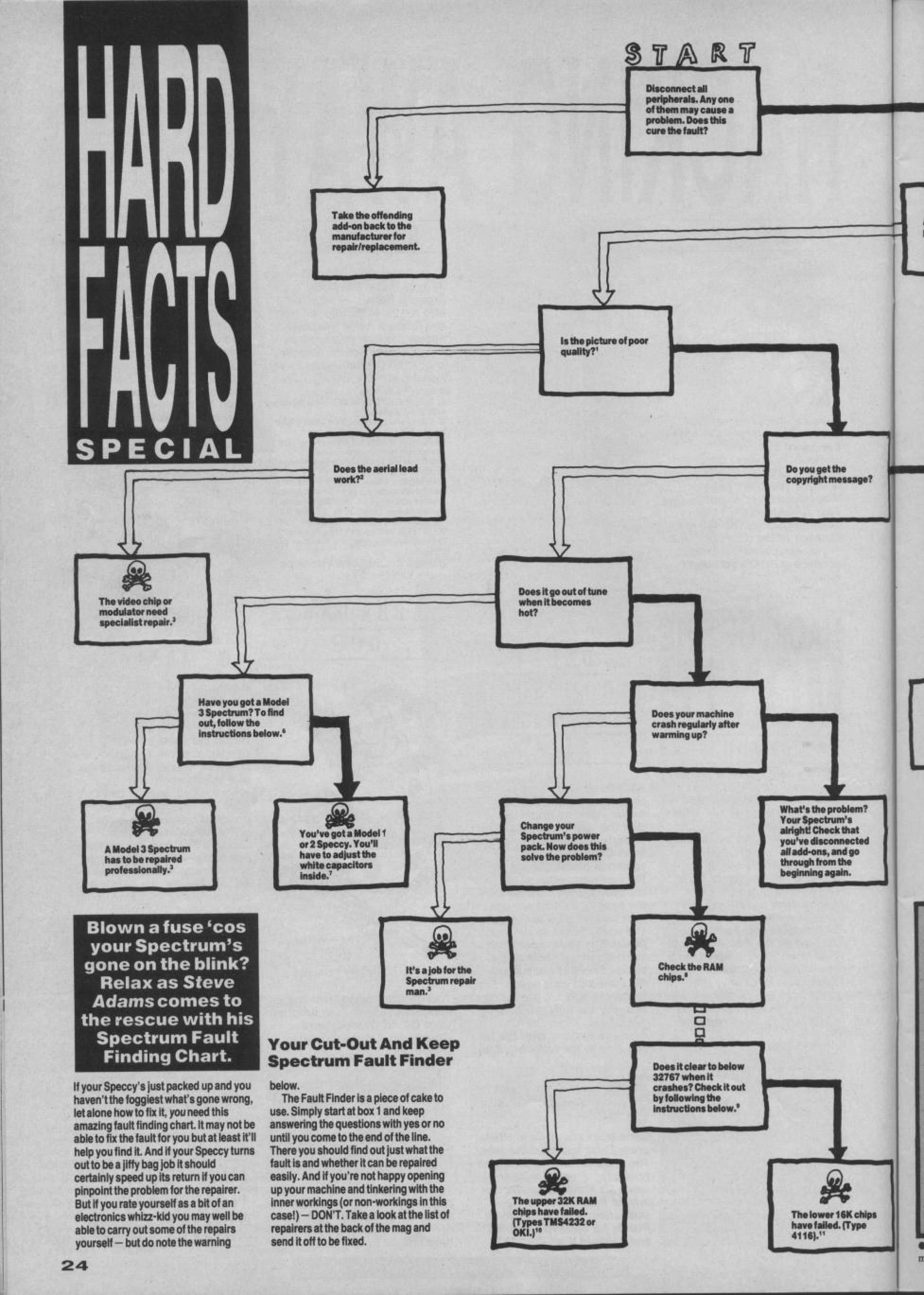
Right, now it's my turn. Here's a short infinite lives program for the excellent Bombjack*. And even better is the piece of text in the game's Basic Loader. You don't need to be a Sherlock Holmes to deduce four things about the programmer. One, he can't spell very well, two he can't punctuate, three he's quite polite (some of the Basic Loader's I've seen are anything but polite — Speedlock for one). Finally he likes Prince — no, not Charlie, the purple one. But enough of this, back to the hack in hand. To use the program, type it in, run it and play the game.*

```
10 REM BOMB JACK INFINITE
LIVES (C) ZZKJ
20 CLEAR 29877: FOR n=2337
1 TO 23377: READ a: POKE n
,a: NEXT n
30 LOAD ""CODE : POKE 6553
4,91: RANDOMIZE USR 65465
40 DATA 175,50,64,195,195,
75,193
```

I'm just about ready for a nap now until the next Hacking Away *comes round. Before I go though look out for the hack of the amazing* Starstrike II *next month.*

WRITE TO ZZKJ, HACKING AWAY 14 RATHBONE PLACE LONDON W1P 1DE

HARD FACTS SPECIAL



Blown a fuse 'cos your Spectrum's gone on the blink? Relax as *Steve Adams* comes to the rescue with his Spectrum Fault Finding Chart.

Your Cut-Out And Keep Spectrum Fault Finder

If your Speccy's just packed up and you haven't the foggiest what's gone wrong, let alone how to fix it, *you* need this amazing fault finding chart. It may not be able to fix the fault for you but at least it'll help you find it. And if your Speccy turns out to be a jiffy bag job it should certainly speed up its return if you can pinpoint the problem for the repairer. But if you rate yourself as a bit of an electronics whizz-kid you may well be able to carry out some of the repairs yourself — but do note the warning below.

The Fault Finder is a piece of cake to use. Simply start at box 1 and keep answering the questions with yes or no until you come to the end of the line. There you should find out just what the fault is and whether it can be repaired easily. And if you're not happy opening up your machine and tinkering with the inner workings (or non-workings in this case!) — DON'T. Take a look at the list of repairers at the back of the mag and send it off to be fixed.

Answer each of the questions until you've identified where the fault in your Spectrum lies. If there are more detailed instructions about a particular procedure, you'll find them against the relevant number at the foot of the page.

NO

YES

Are you getting a picture on power up?

DANGER: Repairs marked with the skull and crossbones will invalidate your guarantee if you attempt to do them yourself.

Is there a buzzing sound?[12]

Check TV lead. Does it work now?

The 5V regulator or CPU is faulty and requires specialist repair.[3]

Check that the mains fuse is working and replace it with a new one if it's not.[13] Does this solve the problem?

Is it a broken 9V lead?[14]

Change the 9 volt power pack.[15] Does this solve the problem?

It's a job for the Spectrum repair man.[3]

Are there big black squares on the screen?

Change the TR4 (ZTX650) transistor.[4]

Do you get a pretty display of coloured squares on the screen?[5]

The upper 32K RAM chips have failed.[10]

It's a job for the Spectrum repair man.[3]

● RATE OF REPAIRS
To give you an idea how much you should expect to pay for your repairs check out the chart below. It should stop you from being completely ripped-off but remember it is only a guide — inflation and availability of parts could make a hefty difference.
ROM — £9
ULA — £19.
RAM chips — £1-£2 EACH.
Power pack — £5-£9.
TR4 transistor ZTX650 75p and up.
ZX printer — £12.
Interface 1 — £18.
Flat rate repairs — from £16 to £20.
For spares contact CPC, 194-200 North Road, Preston, Lancs. PR1 1YP.

THE NITTY GRITTY

If you want to have a go at carrying out your own repairs, here are the more detailed instructions you'll need. But if you're not sure what you're doing — desist! You could well do even more damage than you started out with.

1. The video picture shouldn't roll and you should be able to tune in the TV. Your first job is to check that the tuning's okay and if you can lay your hands on one, try out a different telly.

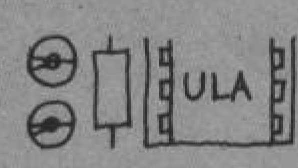
2. You can obtain a new aerial lead from most electrical shops — you'll need a Phono to Coaxial male plug.

3. Read through the list of repairers at the back of the magazine and ask them to quote a maximum repair time. Oh, and make sure you pack the machine carefully and include the postage.

4. You *must* have the power *off* before attempting this. It's a simple repair but you'll need to open up the Spectrum and solder in a BC337 or ZTX650 transistor. Note: the two transistors aren't the same and the BC one's fitted in reverse to the white diagram on the board. The transistor is located near the wire wound coil — use a solder sucker if possible. If you think this sounds a bit too technical for you, take it to any TV repair shop as they should be able to change it.

5. This could indicate a RAM failure but you can't rule out a faulty ROM. Change the RAM chips as they're cheap and easy to get hold of.

6. Look in the back of your Spectrum through the edge connector — if there's a metal strip running across the top, you've got a Model 3.



7. Adjust these white capacitors with a screwdriver until you get a decent picture.

8. Change the RAM chips. Unless they're socketed this'll require some soldering. Replace them one at a time until you find the faulty one. But make sure the power is *off* when you do this.

9. You can check out if this is the case by doing PRINT PEEK (23733)
note: *256+PEEK after the crash.

10. Change the RAM chips to type 4164 — some may be socketed which'll make things easier. Replace them one by one until you discover the faulty one. As usual make sure the power's off when you do this.

11. Check the negative 5 volt supply as it can cause failure of the RAM chips. You'll find the supply at the transformer circuit near the power plug.

12. All ZX Spectrum internal transformers buzz when working correctly.

13. It's a good idea to check that the plug terminations are making good contact with the wire.

14. You can buy 2.2mm barrel plugs as tape recorder spares. The 9V lead usually breaks near the plug owing to over-use. You'll be able to tell just by looking at it.

15. You can also check whether an internal fuse has blown in your Spectrum by using a meter or by shorting it out. DO NOT DO THIS WITH POWER ON.

● While we've made every effort to ensure accuracy in the advice given *YS* cannot guarantee that it'll indicate or cure every fault, i.e. don't call us if your Speccy still won't work or if you make a complete pig's ear of putting it right.

HACK FREE ZONE

Live and direct from the El Joey's Greasy Spoon Tex-Mex Diner in Dallas, Texas, another tube of hextra strong after dinner hints from Hex Loader's Bad Food Guide.

Click Bzzzzt! Yeeehooo! (Background noise of Spanish guitars and clinking glasses.) 'Ello. Que pasa, me amigos? Si, it's Hex Tex-Mex Loader, 'ere, North of the Border, up Texaco Way (snigger).

Hey you, Waiter! Yeah, you with the bad moustache! Stop eating it and come take my order. (Darn waiters!) I'll take a bowl of your best chilli with a mound of tortilla chips. Yep, hot as you like. Pardon? "And what does the reader want?" Look chummy, I'm not having people chewing my column, and that's final.

While we're waiting for the food, let me tell you about the mail I've been getting.

An' now, we have Ten Tips on the terrifying chopper challenge, *Tomahawk*, from juicy James Spencer of cloudy Coventry. (Alliteration is just one of my many talents. I can tie my own tie, too!) He says **"For a flash takeoff in combat mode you want to get up speed fast. Take the controls up to 100% torque and push the nose down to 30 degrees — you'll go from 0-100 in less than six seconds. Not bad, eh? Don't worry too much about landing. You can land anywhere, and then taxi up to the pad using the rudder to steer.**

"It's a good idea not to be too high or too low when attacking. You always have to point the nose down, and if you're too high you'll find yourself diving too fast. You can't shoot tanks with guns, only rockets and missiles. The conventional way of slowing down is to roll left and right which generates more drag. To make a tight turn, pull the nose up as you roll. It's easier to hit the enemy helictopter when it's on the turn. It can't fly through the mountains, so if you sit behind them, it'll have to come over the top and dive. Beware though, on mode 1, the helicopters will try kamikaze as they can't shoot you down. In the strategy game (option 4) the division of territory is always different. If you want an easier game, keep on breaking out until you get one you like. Also in the full strategy game, take out a whole row of the enemy positions if you can, as they won't be able to recapture any once that row's complete. But be careful — they can do the same to you!" Whoosh. Eeeoooow. Pow. Crash. Da da da da dah! Ahem. Yes indeedy.

Commander Robert "Herbie" Hancock (tee hee) recommends a choice of weapons for *Elite*. **"Don't buy a military laser for 6000cr, when the mining laser is twice as powerful and only costs 800cr.**

"Here are some statistics for the amount of hits you must score on each enemy to destroy it. Notice the mining laser scores:

	Pulse	Beam	Military	Mining
Thargon	4	4	2	1
Adder	8	8	4	2
Sidewinder	8	8	4	2
Krait	8	8	4	2
Viper	12	12	6	3
Cobra Mark III	16	16	8	4
Asp	16	16	8	4
Ferdelance	16	16	8	4
Python	24	24	12	6
Thargoid	24	24	12	6

"Pretty neat eh?" Crude but effective, Commander.

Next on the menu... er... is **Clive Banks** of Chessington, Surrey. He has this to squeak about that "Phone home" look-alike *Sweevo's World*. **"I've found a way to get an hextremely large amount of hextra lives, without using POKEs.**

"First choose Apple Pie on the start menu..." That reminds me, *where's the food, Manuel!* Cheeses, a computer could starve to death in a place like this. Sorry Clive, do go on. **"when you land in this room, go north to the room with the four One Ton weights on poles around a boot on a lift. Walk into one of the poles and get flattened by the weight. Do this four times, till you're on your last life. Go to the west of this room, so that you enter the room where the two fingers are going up and down. Now walk into a finger three times. You are now on the last part of your last life. Go back to the east, to the room with four poles. Wait for the lift to start rising then walk forward through the pole into the lift. You will lose the last part of your life by bumping into the lift but, even though this is your last life, you'll lose another life by being crushed by the weight! The lives indicator will register '??', and you now have a large number of lives."** Well played, Clive, for finding a loop hole in Sweevo's logic. Oh yes, this tip was also discovered by **Alex Pheby** of Worcestercestershire.

Ah! The food. What! No, you idiot, I wanted chilli, not a T-Bone steak. Take it back, you twerp. No, you eat it! Holy mackerel, who is this guy? Chilli, I want chilli! Sheesh.

NEXT! **Ben Hunt** of Sheffield has, like many of us, been playing *Monty On The Run*. Here's his picture of how to score 5300.

"This is the freedom kit you need: 2-Jetpack, 4-rope, 9-grenade, 13-gas mask, and 17-axe. Get all items apart from Teddy Bear, Dynamite, and those little mine-like thingies. On the second room, once you've got the items from the room underneath, go to the top of the rope under the kettle. When a cloud wanders lonely across, jump left onto it and hold down the 'up' key. At the top take a few steps to the left so that you don't fall down, and drop off. Go to the edge of the platform, and wait until the yellow bloke with the big nose gets under Thomas The Tank Engine, then drop off again. Very quickly you must go left, get the coin, and then jump left into the next room. Go halfway up the rope and jump at the first-aid kit for an extra life. Then go back and jump on the cloud.

"Go along the top of the next two rooms. When you get to the room with the bubbles and the posts in the water, go through to the right into Pie Are Square. Don't go into the teleport yet, but go underneath it and onto the purple platform. When the blue pudding bowl has just gone past, jump two or three times into the next room. Get all the items except the Teddy, and go back to Pie Are Square and jump into the teleport..." What happens next, I hear you ask. Well, heh heh, I'm afraid I'm doing it to you again. Next part, next month. I don't get much pleasure out of this job, but what I do get is from doing that...!

For those of you who find *Panzadrome* a pain in the turret, here's a handy cheat mode, discovered by both **Andy "Tharg" Duffield** of Norfolk and **Richard Curtis** from Scunthorpe. Put the CAPS LOCK on and load the game as normal with LOAD "", then on the title screen carefully type TONE THE BONE. There will be a Beep after each key. Then you'll begin the game with a fully armed Hypermegatank.

And finally *Riddler's Den*, with a sprinkle of tabasco from **Wander Kolderwyn** of The Hague (don't be vague) in Holland. So with a hearty tot seins, orf we go. **"First get the TCP and place it above the Gargoyle. Get the red statue and the pillow. Drop the red statue in the red dragon room. Get coat-of-arms, honey and the duck. Drop honey and duck in Bank room. Put coat-of-arms across from the spider. Get key and coat of silk. Drop silk coat in Bank room and get honey. Go to river and use pillow. Put key in pocket 4 and wait until 15:30. Go in and out of the room and the river will open. Drop the honey across from the bee and get the rope and jar. Go to golden door and press use (remember the key is in 4). Drop key out of the way and get tooth. Drop the tooth, jar and rope in the Bank room. Go back and get lighter, shield and gem. Drop everything in the Bank Room. Then..."** Ha ha ha ha ha ha. I've got you again. If I've got to wait for my food, you've got to wait for the solution. Next month.

And with that I'll say farewell, adios mes amigos, eeba eeba, underlay underlay, eeeeeeeeehaaaaa! Here comes the chilli. I don't believe it! Look, I wanted a chilli, you moustache on a stick! Take this taco and stick it up your sombrero. Bring me my chilli, gol'darn'it!

Oh, this is really too much...

Click. Bzzzzzzt.

HEX'S HEROES

Click Bzzt... Look I'm really fed up with this. No I didn't order enchiladas... No, take it back! I don't want it. And stop eating that moustache!

Flippin' waiter. No, I haven't forgotten my little tacos, the Hex-Mex's Heroes. So here are those hi-eating... hi-scoring Heroes.

Ladies first, and this little tequila sunrise is **Leanne Moore** of Tipton, W. Midlands. She's a whole six years old (Ahh! Wait a minute, that's older than me?) but just to prove there's more to her than a pretty face, she just racked up a stupifying 260,500 on *Buck Rogers*. And then stayed on Level 6 from there on. Well done and a big kiss. Leanita! (Slurp, smack! Hex, yer a big softy!)

Next up is the hi-scoring beer gut of **David Johnson** of Lipton in Devon, who with the aid of nothing but his belly button, steered his way to a score of 66,500 on *Pole Position*. He says, "My technique is to win." Shuddup and eat yer sandwich, Dave.

And finally, just to spoil my fun is **David Shewan** from somewhere that doesn't rhyme with Lipton or Tipton. He comes from Aberdeen. Tsk! Some people really enjoy coming from Aberdeen, don't they? (*Smack! Get on with it! — El T'zer.*) Hey, wow, and David has got a hot chilli sauce of 172,910 on the brand new *Bombjack!* Wheeehoooo, muchachos!

Sooo, thass eet, amigos. Is that it, can I eat now? Oh goody... (trough, munch, dribble.)

Click. Bzzzt.



Leanne Moore
Buck Rogers/260,500



David Johnson
Pole Position/66,500



David Shewan
Bomb Jack/172,910

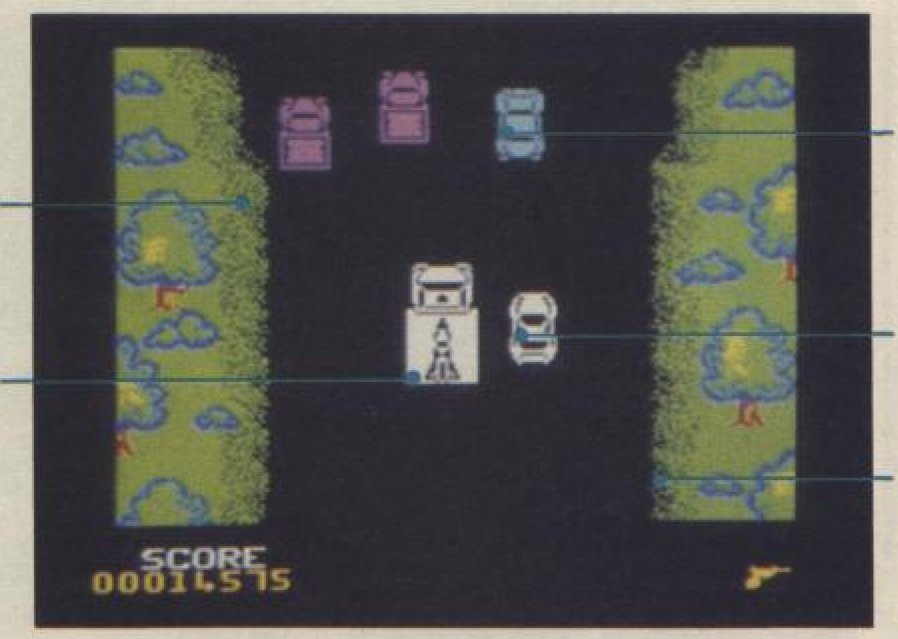
SPY HUNTER

Hunted out by James Slater from York and Stuart Walker of Kent.

At some point along the road a helicopter will attack you. Stop the car and it'll drop bombs at you. It'll miss, but for every bomb you'll get an extra 200 points.

Stay clear of the roadside. If you're too close to it, enemy vehicles box you in and ram you off the road. Oh yes, if you do end up on the roadside, get off quickly, 'cos you'll hit a rock.

Stay behind your drop-off truck for as long as possible, as it's presence will fend off any enemies in the area.



Different cars fire in different directions. Don't get in front of these ones or they'll blast you from behind.

Okay, I know you'll want to belt along at top speed, but don't! About half speed is best, especially around the tricky bends.

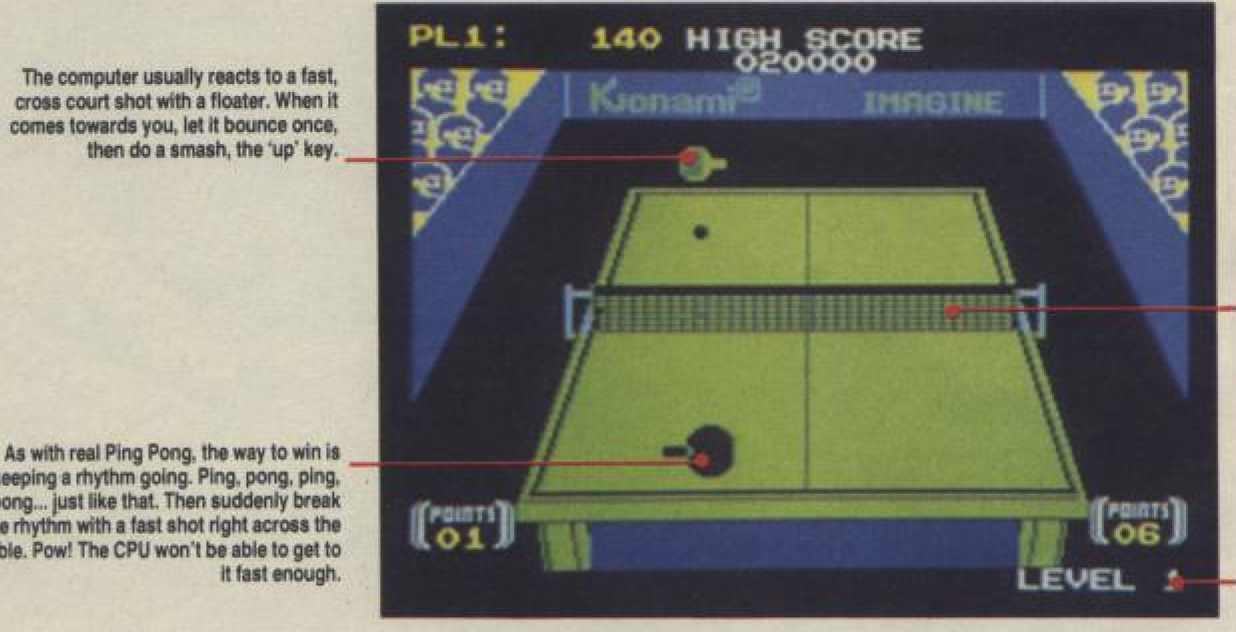
Thanks to a bijou bug-ette in the program it is possible to jump bridges and avoid the water sections of the game. Just before the bridge you pull onto the roadside (just this once) and go full speed along the right hand side. Dukes of Hazzard eat your hearts out!

PING PONG

Ping Pong Ponginess by Scott Donaldson of Lanarkshire

The computer usually reacts to a fast, cross court shot with a floater. When it comes towards you, let it bounce once, then do a smash, the 'up' key.

As with real Ping Pong, the way to win is keeping a rhythm going. Ping, pong, ping, pong... just like that. Then suddenly break the rhythm with a fast shot right across the table. Pow! The CPU won't be able to get to it fast enough.



The instruction book doesn't make it very clear how to move, so if you want a high slow shot, push 'right', or a low fast shot push 'left'.

If you want to cheat and who doesn't, then start at level 1 and get a lead of ten points, f'rinstance 10-7. Then if you're serving, serve it straight into the net. Keep this up and the computer will say "You have won" and award you squillions of bonus points.

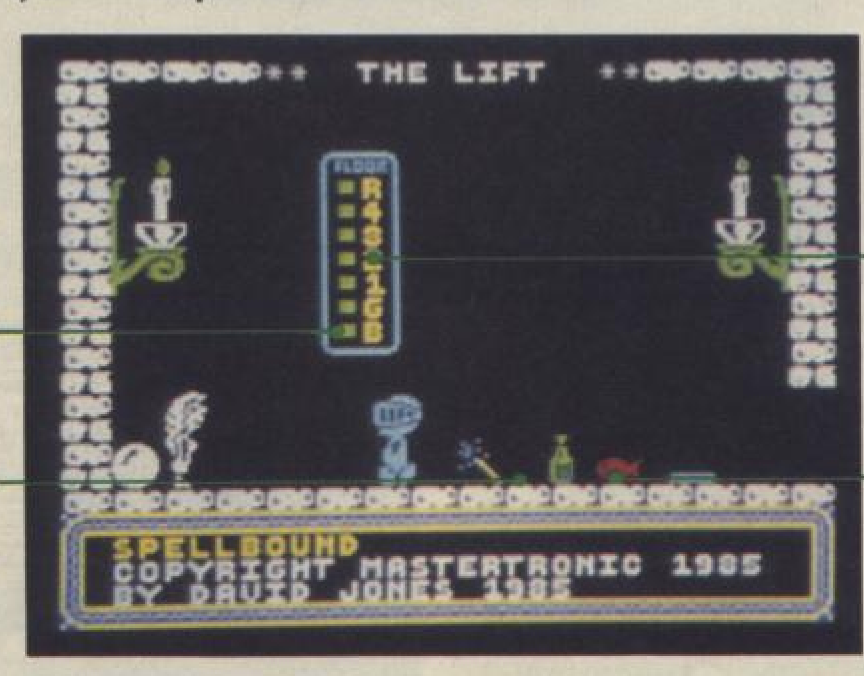
From level 3 upwards you can serve with a smash. If the computer does a smash, always return it with a low, fast shot.

SPELLBOUND

Magic tips by J. Moorcroft, Steven Aspinwall and Robin Brown.

Put the teleport near Florin, and go to the roof. Get the Wand of Command and the bottle of liquid. Teleport back to Florin. Give him the bottle. Take it back to restore your strength.

To get past the room containing the Deadly Nightshade gas, you must cast the spell Fumaticus Protectium. To do this you must have the Red Herring and the Power-Pong Plant. You're now immune!



Take the elfhorn from Samson and the milonir from Elrand. Summon Thor by blowing the elfhorn and command him to mend the lift.

To get past the room containing the Deadly Nightshade gas, you must cast the spell Fumaticus Protectium. To do this you must have the Red Herring and the Power-Pong Plant. You're now immune!

SCREEN SHOTS

YS games players strike back! This month's reviewers are *Rachael Smith*, *Gwyn Hughes*, *Max Phillips*, *Phil South*, *Rick Robson*, *Luke C.* and *Teresa Maughan*.

KIREL

Addictive/£8.95

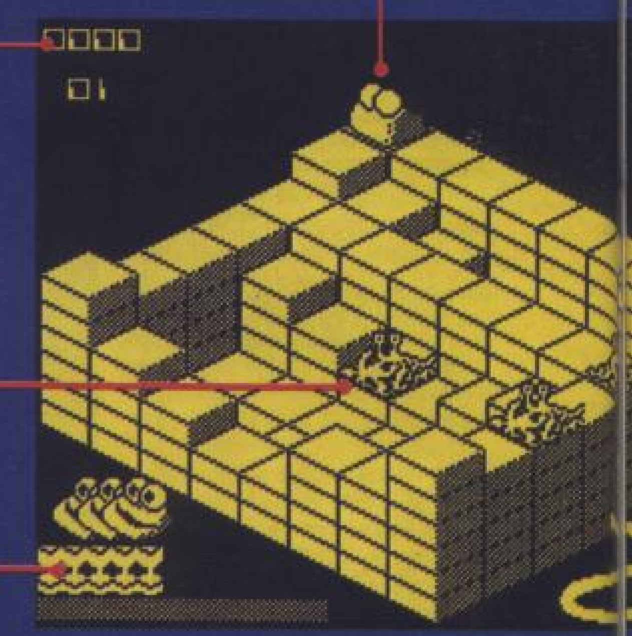
Gwyn Strange. Unexpected! An oddity, even!!! That's *Kirel*, the new offering from that football crazy crowd at Addictive.

Strange because it's a million miles from its previous league topper, *Football Manager*, the simulation that's kept Addictive over the moon and helped it survive several own goals — remember *Software Star*.

Unexpected because it's a smooth running arcade game, not the long in the tooth Basic associated with Addictive. And an oddity because though it joins the Ultimate lookalike throng, it doesn't play at all like *Knightlore*!

Kirel is more of a block shifting puzzle in 3D; the chance to be the architect of an alien landscape. The eponymous hero is a cute critter who lives on an eight by eight grid in a sugar cube city (nothing to do with Amstrad). It's the ideal environment for anybody who likes climbing stairs — or would be if it wasn't for the monsters and bombs!

The bombs are really his main concern because he has to clear them in a constant race against time, the inexorable passing of which is shown by a constantly fizzing fuse. The

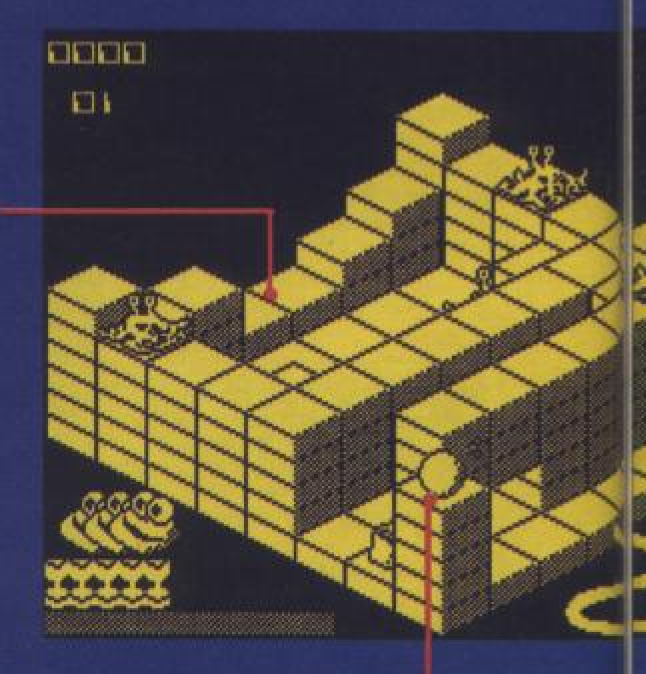


Don't waste time though. The only way you'll get a good score up here is through speed. I think this is the quickest route for screen one.

This is Kirel. Handsome, isn't he? First thing is to get him up the steps to here.

Avoid these little monsters though. They think they're toupees and sit on his head, sapping his strength.

It's a piece of gateau to deal with the nasties. While there's some cake left Kirel can krush them provided he attacks from a higher level.



Once that's all done the Exit will appear over here. Don't forget to pick up a block en route from that top corner — you'll need it to reach the right level.

By building a bridge from the position of the first bomb Kirel can whizz over here then build a step up to defuse another suspect device.

THE SECRET OF LEVITATION

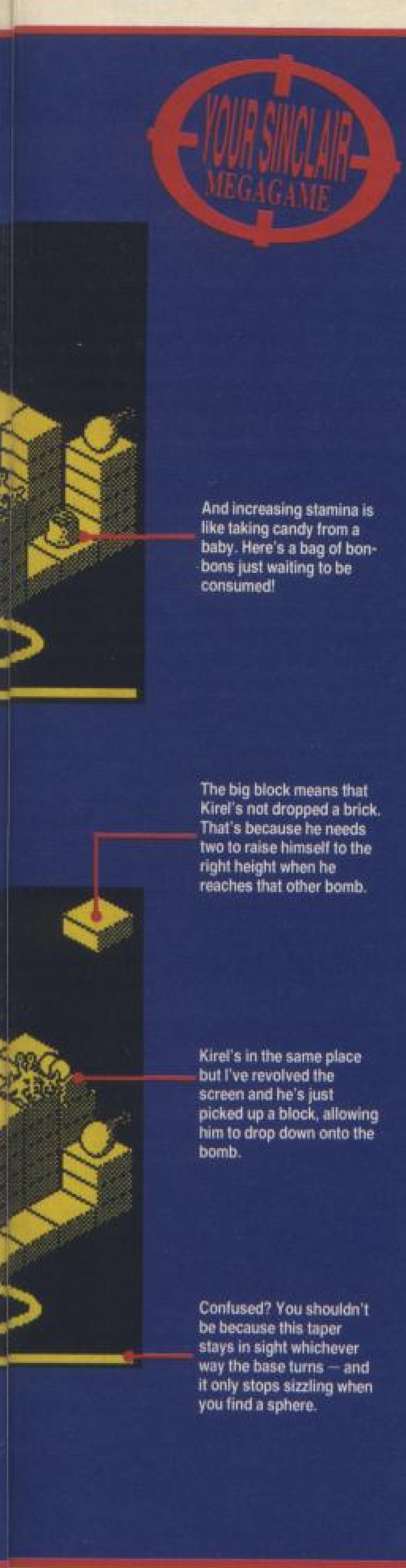
Americana Software/£2.99

Luke If you fancy learning to fly then US Gold's cheapie label has the game for you. I said fly but I didn't mean supersonic fighters or Branson-style jumbo jets... no this is the real McCoy — yer actual levitation.

Mind you, the idea of levitation is somewhat of an after-thought to tie nine, otherwise totally unconnected programs together to produce an entire game. To be fair, it's best to think of the game as a collection rather than an individual title.

All nine programs are linked together by a high score. Once you achieve a score of about 1000, Sidha, an Indian chappie in the lotus position, gets to rise high above the ground (without the aid of a curry), transform himself into an ethereal form and float happily away through the top of the screen. Far out!





And increasing stamina is like taking candy from a baby. Here's a bag of bon-bons just waiting to be consumed!

The big block means that Kirel's not dropped a brick. That's because he needs two to raise himself to the right height when he reaches that other bomb.

Kirel's in the same place but I've revolved the screen and he's just picked up a block, allowing him to drop down onto the bomb.

Confused? You shouldn't be because this taper stays in sight whichever way the base turns — and it only stops sizzling when you find a sphere.

aliens merely get in the way and leap on Kirel to sap his strength — a relatively minor irritation when the world's about to vanish in a shower of sparks!

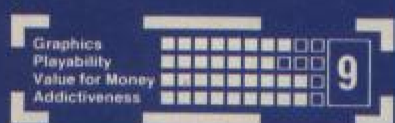
Unluckily not all of the bombs are accessible at the start because Kirel can only climb a height of one block at a time — after all, he hasn't got any legs (and that's quite different from being legless). But here's where his Wimpey skills come in! Kirel kan karry one block at a time, providing it's not from the base level. So reaching the bombs is a question of rearranging the landscape until there are neat stairs to the correct level. Another clever ability our hero has is to build bridges in the direction he's facing, though these are in limited supply.

With that sorted out he can concentrate on the objects he'll find on his travels, namely cake, arrows, sweets and balls. Cake kills monsters when he leaps on them, arrows earn extra bridges; sweets restore stamina (and rot your teeth); and balls — perhaps a throwback from *Football Manager* — slow down the sparkling fuse.

Finally there's the exit, that'll only appear once all the bombs have been defused, which happens when Kirel moves onto them. The screen isn't completed — and the fuse continues burning — until you leap onto this and transport to the next level.

There's also a training mode, without the terrible deaths, that'll let you get acquainted with the screens. I thought this might make it all too easy but even after a rehearsal I found the fuse was running out before I could reach the exit.

This is a game you'll either love or hate. You'll find it absolutely infuriating or totally addictive. I played it for hours. Give it a try. It could just be one of the cleverest games of the year.



You'll need either very fast and accurate reactions or a damn good memory to play most of the games. Try taking your finger off a key when one of four Sidhas disappears whilst pressing another one to indicate which Sidha vanished.

The memory tests are much more um.. er.. I've forgotten... yes interesting even if they are a little reminiscent of an IQ test. First you have to match up patterns, trace around a specific pattern in a jumbled mass of lines and then you have to remember which patterns — from a random selection — were displayed on-screen for 30 seconds... and all against the clock! Phew!

It may not sound very interesting but each game has a very competitive edge and they're all very addictive — to the point of frustration.

The Secret Of Levitation has none of the inventiveness, originality and graphic flair of some of the more upmarket games but it does have something... and I'm not just talking about low price.

Graphics
Playability
Value for Money
Addictiveness
8

BOUNDER

Gremlin Graphics/£7.95

Teresa There's been a string of games recently featuring all manner of balls, some good, some bad. All round. Let me rephrase that. All round, Gremlin Graphics' new offering is definitely one of the good 'uns — and it's very different.

You've got to move Bounder, a tennis ball with more bounce than Samantha Fox, around an obstacle course consisting of crazy paving. But if you misjudge a bounce and stray from the slabs into the trees, water and quicksand your ball gets a puncture and explodes. And Bounder, unlike a cat, has only got seven lives.

And that's not the half of your problems! There's a whole menagerie of meanies to contend with — Binoculoids, Chomper Domes, Moskita Birds and Pterries to reel off a few of the peculiar names in the instructions. Avoiding them is a whole new ball game. You can try a few fancy aerobics but I always came a cropper that way. The 'try-an-alternative-route' tactic is much the best bet for the uncoordinated.

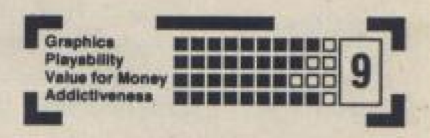
But every cloud has a silver lining! Many of the aliens you come across will actually give you a bonus — but it's trial and error sorting out the good from the bad and the just plain ugly! Copyright cans are very useful but you won't get these until the later levels. You can also gain a mystery bonus by bouncing on slabs bearing a question mark though it's very hit 'n' miss: you could end up by losing your balls — as well as your marbles! On the first level, two of the question marks will give you a bonus of six and two balls respectively. Another will kill you outright.

YOUR SINCLAIR MEGAGAME

Once you've managed to keep on the straight and narrow and dodged all the nasties you'll still have to negotiate some very long jumps. Slabs with arrows on will give you a little lift but you must make sure your timing's right.

On completion of a level you're confronted with a Bonus screen where you have to bounce up and down on as many question marks as possible. Then it's off again on the next level.

The scrolling graphics are excellent — I only wish my ball control was as good. Control of Bounder is pretty realistic too even though it gets very frustrating when you keep bashing into mountains and having to go back to the beginning again.





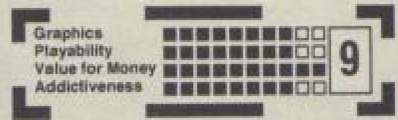
WOW GAMES

War On Want/£9.95

Phil Compilation tapes are usually a load of old tut. You know the sort of thing, a couple of has-been name titles and fifteen DIY Basic programs. Well, I'm pleased to report that War On Want Games can't be described as any of these things. On value for money alone it would be worth it. Fourteen name games, some ex-chart entries. You can't really go wrong for under a tenner, can you? There's a fair bit of arcade action, with *Hunchback II, Horace And The Spiders* and *Rupert And The Ice Castle*, not to mention one of Artic's better Chess programs and one or two other lesser known but none the less good strategy games.



But all of this, good as it is, is secondary to the point of the whole thing, which is to raise money for people who not only don't have a computer, but probably have no food, no clothes and nowhere to live. This factor, contributing to people in need, makes *WOW Games* the best value of all.



KNIGHT TYME

Mastertronic/£2.99

Rachael What to do with 128K — Part 2. Last time we looked at how to create a 128 game with some sticky tape to tag on a few extra screens and of course a toilet roll tube to create some three channel music. This time a slightly more ambitious project — writing a 128 game from scratch!

And it's been left to Mastertronic to give us the first truly original title for the expanded Spectrum. *Knight Tyme* is the third part of the Magic Knight series — and let's not call it a trilogy in the hope that there's more to come!

It may be *Spellbound*-like in mechanics but the plot is very different. Magic Knight has finally freed Gimbal, the Wizard, but in doing so has been catapulted through time. He beams down on the bridge of the USS Pisces. Sensing something fishy he consults Klink, one of the ship's two robots.

It transpires that the Paradox Police don't take too kindly to day trippers — let alone tourists from across thousands of years — and thirty days into the future they're waiting for our hero. His only hope is to locate the legendary Tyme Guardians to obtain a Tyme Machine (with some parsley and sage for the stuffing). So begins an epic struggle of one man against a hostile universe (epic music, etc).



Like any good adventure, this one kicks off with a puzzle before you can proceed. And like all good adventures it's one that'll have you kicking yourself when you solve it. So tell me — why do people keep on looking through Magic Knight (clue!)? After that it's a matter of authority, so consult Derby IV, the ship's friendly computer who'll explain why the humanoid inmates are less cooperative.



You want an i.d. — no, not the trendy fashion mag but a photocard. Providing you solved the first puzzle you'll have no problems persuading a robot to do the David Bailey — though ask around for the film first. Forged documents to the fore, you can chat with the crew, who won't go anywhere without a map! There's a star chart, but it's out of reach. The only printed matter you can grasp is the Mastertronic advert — which isn't of an elevated enough tone — is it?

This calls for a quick trip round the neighbouring planets, but before he can do that Magic Knight has to stir the crew into action and without proper authority that isn't easy. In fact, apart from the automatons, everybody ignores him. A few clues to gain friends and influence people are contained in the captions, but even then you'll need all your wits to use the objects scattered around the Pisces before you can persuade its pilot to take off.

Once in space those 128 kilobytes come into their own — the only previous manifestation of the new machine has been the very pleasant, though ultimately repetitive tune (don't worry — it's switchable!).

Choose your planet from the menu and choose your journey speed, remembering that though it's a race against the Tyme Guardians, speed eats fuel, then watch from the bridge as space scrolls by.

When you reach your destination you can communicate with the landing party. They may want to talk about trading matters and seem very friendly — but be careful about accepting repairs from strangers. After all, you wouldn't take your car into any old garage, would you?

Knight Tyme is packed with clever puzzles, aeons of space to explore and, what's more, it's all finished with a double coat of wit. If it appears on the 48K Speccy it's sure to lose much of the detail and perhaps some of the scale. So accept nothing less than the full blown version. It'll keep you playing all (k)night!

Graphics
Playability
Value for Money
Addictiveness
9

SPOT THE BALL



Miss out with ZX Basic



Have a ball with *YS* MegaBasic and . . .

50 New Commands
Named Procedures
On-Screen Windows
64 Column Text
Full Screen Editor
Smooth Moving Sprites
Programmable Function Keys
Machine Code Monitor
Multi-tasking Subroutines
Background Sound
Line Number Tracing
AUTO Line Numbering
REPEAT...UNTIL Loops
DELETE Line Range
Full Machine Code CALLs
Double-Length POKE
Break Key Control
Three Fonts
User-Defined Character Sizes
Downwards Printing
Character Stipples
Attribute SWAP, FADE and CHANGE
Window PAN, SCROLL and INVERT
Improved Line Editor
...And 22K User Memory
PLUS FREE Sprite Designer

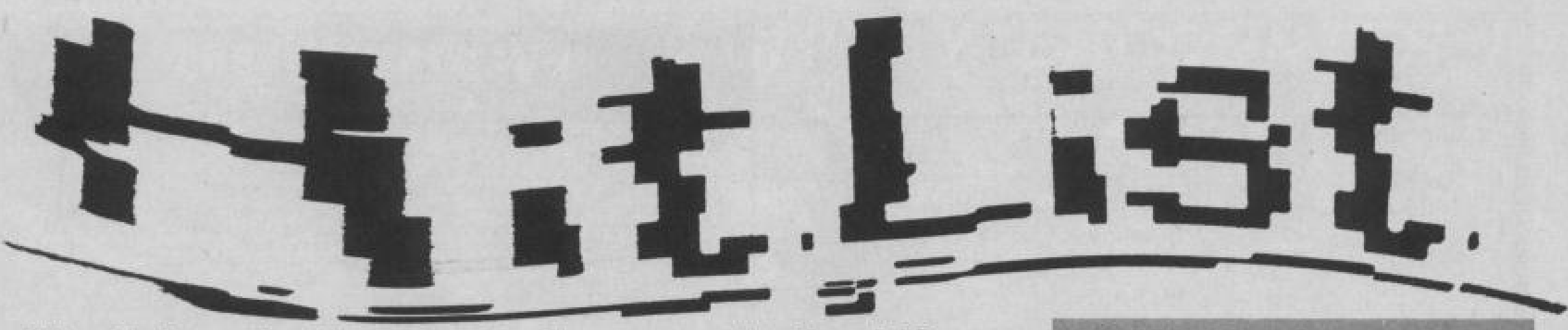
YS MEGABASIC

YS MegaBasic is only available direct from the *Your Sinclair* Mail Order department. It comes on cassette complete with 30 page manual and is fully microdrive compatible. To order, complete this coupon and mail it with a cheque or postal order for £7.95, payable to Sportscene Specialist Press, to *YS MEGABASIC* OFFER, PO BOX 320, LONDON N21 2NB.

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What's in, what's out, what's new, what's old? Find out in this month's Hit List from *Sara Biggs*.

Chart Chat 7

There's a David Bowie song about this month's chart — Ch...ch...changes. Yep, things have really hotted up since the last *Hit List* and only Mastertronic's *Incredible Shrinking Fireman* hasn't burned itself out. The other nine games are all Absolute Beginners, though in truth they've been on sale for a while now. It sometimes happens this way because of *YS* deadlines — games can be in the shops for up to six weeks before they put in an appearance in the chart. Take *Turbo Esprit* — it came straight in to take the pole position six weeks ago but it's now down to number eight with nothing to show that it's been higher. *Green Beret* on the other hand came in at number one five weeks ago and has stayed put ever since. It just goes to show what a short chart-life most games have nowadays — it's getting more like the pop scene all the time. Watch this Space for more Oddities next month...

This Month's Top Ten Titles

Position	Last month	Weeks in Chart	• Title/Publisher
1	—	4	• **Green Beret**/Imagine
2	—	4	• **Bombjack**/Elite
3	—	1	• **Heavy On The Magick**/Gargoyle Games
4	—	5	• **Way Of The Tiger**/Gremlin Graphics
5	5	7	• **Incredible Shrinking Fireman**/ Mastertronic
6	—	3	• **V**/Ocean
7	—	1	• **Cyberun**/Ultimate
8	—	6	• **Turbo Esprit**/Durell
9	—	6	• **Devils Crown**/Mastertronic
10	—	3	• **Starstrike II**/Realtime Software

This chart is based on the *MicroScope* chart as compiled by Gallup.

MicroScope GALLUP

MicroScope is the weekly trade paper of the microcomputer industry. If your computer store doesn't display the latest *MicroScope* chart, ask the manager to call Mark Salmon on 01-631 1433 — we'll send a copy every week.

12 Months Ago

Position	• Title/Publisher
1	• **Softaid/** Softaid
2	• **World Series Baseball/** Imagine
3	• **Moon Cresta/** Incentive
4	• **Bruce Lee/** US Gold
5	• **Brian Jacks Superstar/** Martech
6	• **Spyhunter/** Sega-US Gold
7	• **Dragon Torc Of Avalon/** Hewson
8	• **Airwolf/** Elite
9	• **Everyone's A Wally/** Mikro Gen
10	• **Raid Over Moscow/** US Gold

18 Months Ago

Position	• Title/Publisher
1	• **Daley Thompson's Decathlon/** Ocean
2	• **Beach Head/** US Gold
3	• **Scrabble/** Leisure Genius
4	• **Sherlock Holmes/** Melbourne House
5	• **Monty Mole/** Gremlin Graphics
6	• **Jet Set Willy/** Software Projects
7	• **Kokotoni Wilf/** Elite
8	• **Pyjamarama/** Mikro Gen
9	• **Full Throttle/** Micromega
10	• **Avalon/** Hewson

- No 1 MANIC MINER DECEMBER 1983
  - No 6 CHUCKIE EGG DECEMBER 1983
    - No 25 CHUCKIE EGG II MAY 1985
  - No 1 JET SET WILLY JUNE 1984
    - ASTRONUT
    - No 2 MONTY MOLE OCT 1984
      - MUTANT MONTY
        - No 1 MONTY ON THE RUN FEB 1986
          - No 6 MONTY IS INNOCENT MARCH 1985
    - No 12 FRANK N STEIN OCT 1984
    - No 6 JET SET WILLY II JULY 1985
      - CAVES OF DOOM
      - ROLLER COASTER
    - ALADDINS CAVE
    - No 8 DYNAMITE DAN JULY 1985
      - DYNAMITE DAN II
    - No 2 TECHNICIAN TED FEB 1985
      - COSTA CAPERS
  - ROCKMAN

Family Favourites?

***Manic Miner* and *Jet Set Willy*, its sequel, started a whole new chapter in games design, with loads of clones, derivatives, sequels of clones and sequels of derivatives of clones! This family tree shows *Manic Miner* and its descendants following the paths through *Jet Set Willy, Monty Mole, Technician Ted* and finally to *Roller Coaster* — surely as far away as a game can get and still be labelled a *JSW* clone!**

ALIEN HIGHWAY ENCOUNTER II

Vortex/£7.95

Rachael We're off to burn rubber down that *Alien Highway* again so put on some C&W (Cannery and Wasteland) music as your tin trucker risks white line fever in an attempt to save the earth from that awful Alien aggressor.

At long last here's a sequel to the smash hit *Highway Encounter* and it too looks assured of a collision course with the top of the charts despite the fact that in many respects it's highly reminiscent of its predecessor.

Unlike last time though, your valiant Vorton, a sort of truncated Dalek, has no train of extra lives to guide through the pitfalls of the path. Instead there's a single Terratron to push before you, negotiating nasties and avoiding obstacles as they obstruct your progress.

The eventual destination of this daring mission is the interior of the Alien Industrial Complex where — the blurb tells us — 'the Terratron will reveal its awesome power' which bodes well for the final screen. But before the secret can be revealed you face a journey down the highway to Hull (well, that's an industrial centre, isn't it?) so follow the yellow brick road.

Actually I've not noticed any primrose in the path yet but the monochrome graphics, seen from above, Ultimate style, are as effective as ever. You'll also meet some old fiends, as you glide along, in the shape of the 'orrible eyeball monsters. Something about the way they sneak and weave around, keeping out of your line of fire, makes them appear very much alive. Unlike these creepy, cowardly optician's nightmares, the angular kamikaze aliens rush in where eyeballs fear to tread and head straight for you. Luckily you're well armed with a front firing laser and you'll need it.



Obviously there's been some drainage work going on round here. A series of short shoves can move the tube into a nearby screen whre you can use it to block some oscillating obstruction's path.

Who you lookin' at, one eye? An undeniable pain in the cyclops, these greeblies show limited intelligence in dodging you as you spin and shoot.

Not too much in the way of information to digest but you'd better gobble this bad news up because it shows you're running out of fuel — as any fuel could tell from the subtle hint next to it!

You score a bull — or at least an alien — in this all action shot as a perfidious parasite vanishes in a poof! Problem is, you can only fire the way you're looking so act fast — don't let his friends slip past.

The upside down funnel is the all important Terratron. Silly to let it get so close to the side wall as it's electrified and contact gets your robot fried!

At last a chance to repower. You'll need to collect all of these as you groove on down that road, and don't be too grateful if you get them all early on because that will mean a shortage later.

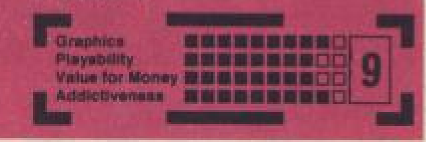
It's behind you! Your truncated Dalek seems to be looking in the wrong direction. Get ready to stand on the brakes then a quick swivel if you want to avoid the inevitable collision course.

Looks like an ad for North Sea Gas but it's just another deadly obstruction sent to try you. Steering the Terratron round these things canbe tricky as you have to turn an eighth of a circle to one side then immediately straighten out again.

Your journey isn't a short one but instead of finding Esso stations en route you'll encounter Terratron regeneration points. Drive the little doobrie through these — there are seven in all — to keep it energized and win yourself a nice little power bonus into the bargain.

P'raps I'm just not the sort of pupil BSM would want but I must confess to finding the Vorton a veritable fiend to control. No stopping on a sixpence with this automaton since either momentum or slack keyboard responses mean that it's got a ticket to glide. On the whole there's more of the shoot 'em up about *Encounter II* than there was about its predecessor.

That said I still found it extremely addictive, despite the apparent lack of variety in the sections that make up the road. After all, when you've tackled one arrangement of obstacles you don't really want to go through the whole caboodle again, do you? Well, maybe you will with a game as good as this. For some reason I kept on returning to it and reloading to have just one more go. I still don't know what lies in wait for the finale but until I find out I'll just keep right on to the end of the road. Vroooom!



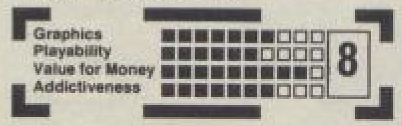


Firebird/£1.99

Phil Don't you just love hedgehogs? Cute little snouty creatures with spiky backs and big dark eyes and likkle wet noses... Well, if you like our little fellows on the forest floor, you'll really burrow into *Spiky Harold Goes Hibernating*. (Not a ZTT band, although it easily could be.) The winter is fast approaching, and you must eat your way through 57 underground larders before crashing out in your hedgehog pad in the home cavern. You've only got 24 hours to do it, and a host of hazards in your way.

Like most platform games this is really a game of skill, judging the timing of your jumps and learning the best route through the caverns. Considering the price of the game it's not bad, and I guess you could say it narrows the gap between budget games and the full price stuff. But not that much. The graphics are nice and big, and the sound effects are funny. I like Harold, he's so cute and... (Oh, this is where we came in!)





TANTALUS

Quicksilva/£8.95

Luke What do you get if you cross Quicksilva's *Games Designer* with the Beatles' cartoon film 'Yellow Submarine'? Something that looks very like its new release, *Tantalus.*

There's a long and complicated story involving all sorts of Sci-fi nonsense — how come all insert card writers want to be Douglas Adams? But, basically, it's an old plot tarted up — you play the part of a Spike Punkoid ... a spikey-haired mutoid, would you believe ... who has to search around a 1000-odd screens to assassinate the last deviant human being in the universe. Of course, it's not that easy — apart from anything else, the chap you're after is holed up in the middle of the 16-by-16 maze, safe behind a series of 32 doors. Each of these doors has to be opened with a well-aimed laser blast ... but first you'll have to decide which of six different types of laser you're going to use!

You'll also have to deal with 48 different kinds of alien baddies, each with 16 different flight patterns. They're all sorts of funny shapes, and they come at you from all directions, but they don't shoot at you ... they just get in your way.

Looking through the list of hassles the game throws in your path — such as the materialising walls, the acid baths, the lightning flashes and so on — none are really what you might call deadly. Yes, if you hang around in the path of a wall that suddenly decides to materialise, you're in trouble. But if you're careful, it's no real problem staying alive for a respectable time ... certainly enough to convince yourself that you actually have a chance of breaking down a few of the doors and having a go at the assassination attempt.

The screens *do* look very much alike — how else do you get over 1000 screens into 48K? — but they're all fun, and extremely colourful.

After a few hours play, I didn't get anywhere near to assassinating the deviant. In fact, I spent most of the time floating around the tunnels trying to work out where I was. The movement of little Spike and his spaceship is nice and smooth, especially the little 'bounce' when he jumps from a height.

You'll probably get accused of being a hippy if you get caught playing this game too much. But you're recommended to check it out, ma-a-a-an! It's freaky!!

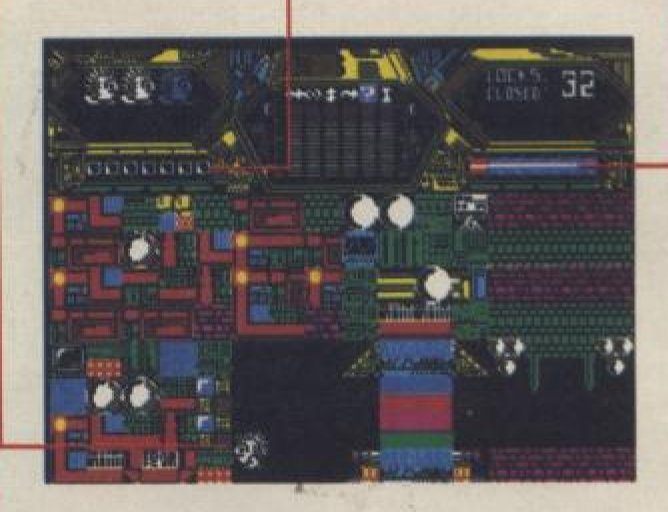
YOUR SINCLAIR MEGAGAME

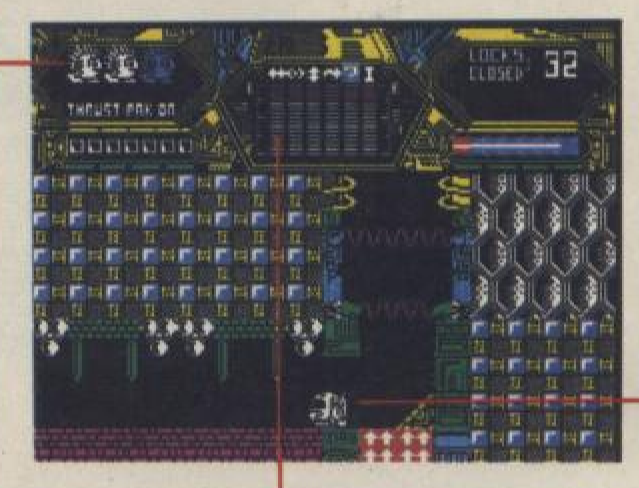
Graphics / Playability / Value for Money / Addictiveness	9

As you zoom through the 'Rainbow' airlock, your spaceship suddenly ejects its passenger ... and you're controlling Spike, the lovable Punkoid.

This is the ol' scoreboard — points are gained for shooting the alien hordes and opening doors within the maze.

This here's a measure of your energy. Keep it out of the red area and you'll be okay. There's no way to up your energy, so it's down to you taking some care negotiating all the baddies.





You get four lives in the game. Doesn't sound like many but, if you're careful and don't just blunder through each of the traps, you'll find you can stay alive long enough to explore most everywhere.

You have a choice of six lasers — from a 'bouncing football' blast to one with random firepower. There's also the option to disappear from your enemies for a few seconds.

Controlling the Punkoid/ spaceship is real easy — just a matter of left, right and jump. Choosing which laser to use is the most difficult decision!

MANTRONIX

Probe/£6.95

Rachael And that was how I got to be a bounty hunter... no, not the chocolate bars, you dopey ha'porth! We are talking intergalactic criminals, the likes of Ariel Head, Max Porka, Yokohama (I'm fine, hama you?) and let's not forget XTRO II — though I'll admit it's hardly as catchy a monicker as Scarface!

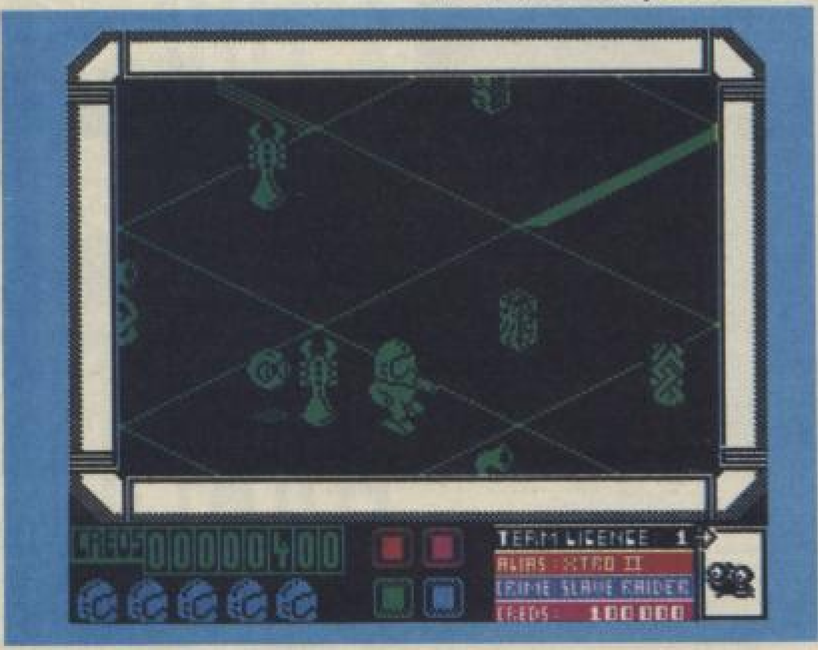
All of these nefarious nasties are stranded on Zybor, a sparse planet with a checkerboard floor and many contemporary sculpture-type features on its tedious surface. There, they're protected by an advanced race of humanoids whose one role in life is to make visiting bounty hunters vanish in a puff. How vile!

All of these criminals have a price on their head (well, it helps to keep the rain off) and so you are going to go out there and reap the rewards of planetary law enforcement aren't you? Well, if you want to be a dead hero — yes. But if you're like me, you're going to use your Mantronix, a recently purchased droid that comes complete with a laser.

Mantronix beams down into this strange world with its even stranger inhabitants and almost immediately the battle is on. They'll come at you thick and fast. For every one you mow down another appears to take its place.

Each type of guard has a different attack pattern, from the floating eggs with eyes (at least that's what these hard boiled criminals look like) who like to drop on top of you, to the spikey mines who you'd rather were anybody elses because they're fast and accurate.

The last game I saw from Probe was *Devil's Crown* which had a short independent life before resurfacing as a Mastertronic title and at that price it was a good buy. If this one is to fare well it too would budge better at a budget price rather than in the middle range. There's so little variation in the game that it really looks like nothing more than a £1.99 offering — unless it's a recent Ultimate release!



Graphics / Playability / Value for Money / Addictiveness	7



CELEBRATE IN STYLE WITH THE OFFICIAL
WORLD CUP CARNIVAL
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American Software
FIFA
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WORLD CUP CARNIVAL
1986

MUSIC FOR ABSOLUTE BEGINNERS!



Now you probably don't think of your Spectrum as a particularly musical instrument, but maybe now's the time to think again. Certain recent developments in the computer music field mean that it now has an enormous musical potential in the form of music hardware and software. Your humble button box can now become the centre of a powerful music system. And in connection with inexpensive multitrack cassette recorders and the new MIDI synthesisers you can achieve spectacular results previously unavailable to anyone outside a 24-track studio. Paul Hardcastle, Depeche Mode, Howard Jones and, yes, even Sigue Sigue Sputnik would be lost without computers at the heart of their music-making process.

Words and music **Chris Jenkins**

The primary cause of the cheap music boom is MIDI, the Musical Instrument Digital Interface, a true standard in instrument/computer communication. Now they can talk to each other. Your Spectrum, with the aid of a MIDI interface, can now talk to and control literally any MIDI instrument, allowing you to store sequences of notes in your computer, and play them back on the instruments of your choice in perfect synchronisation.

Plus your computer can now play the music itself, through the use of a new technique called sampling. Sound sampling is a means of digitally recording a sound and storing it in your computer. Once you have your sound in the computer, you can then play it back at different pitches, building tunes with, say, a piano note, a guitar string being plucked, or even at an idiot extreme, a duck quacking. A good example of creative sound sampling is of course the stuttering of M-M-M-Max Headroom. ▶



These techniques were previously available only to those godlike mortals who had thousands to spend on their music. You and I can now g-g-get down and get with it for tens. Good news, eh? Now, as never before, the only limit to what you can create on your Speccy is your imagination.

MIDI

The Musical Instrument Digital Interface is a communications standard, like RS-232. In the bad old days, rival manufacturers of electronic musical instruments all had different ideas on how synthesisers should be designed. So if you wanted to link two synthesisers together like as not you'd find them unwilling to talk to each other. The demand for some kind of standard led a firm called Sequential Circuits to create MIDI in 1982.

Now virtually all new electronic instruments, drum boxes and reverb units feature MIDI as standard, and even guitars are appearing with the MIDI protocols lurking within their sunburst finish.

Using a MIDI interface, like the ones mentioned here, you can program your Speccy with all the accompaniment parts of drum, bass and synth, and concentrate on the vocals or guitaring, or whatever takes your fancy. *(What about my washboard? Ed).* Beware the lure of MIDI, though, for while compatible instruments start off cheap, something like the Fairlight Series III Sampler will set you back a cool £30,000. *(Eek, Thud!)*

- SEIL/JMS INTERFACE ***This is a good one to go for, provided you can find one. They used to import these from Germany, but for some reason best known to themselves no longer do so. For this reason it'll probably appear in the shops with somewhat more manageable price tag than many others of its class. It has one input port and three outputs and plugs into your pride and joy via a 44-way connector into the back. The Live Sequencer software lets you write your sequences into it in "real time". Simply play your tune on a MIDI keyboard and it'll write straight into the sequencer.***
- XRI MICON ***Not as I thought some kind of turbo Escort, but in fact a 99 quid interface and a very businesslike piece of kit. It has one input, two outputs and a drum box synchronisation socket. And the software supplied with the box allows you to record up to eight synchronised sequences and 26,200 actual notes! You can assign them to any of the eight channels, edit them, or display them on a musical stave. In fact, it's got all the bells and whistles. Another natty feature allows you to input notes from a MIDI keyboard, but this time either in real time or in step time. Incidentally, XRI plan a lot of other MIDI stuff for your Spectrum including a DX7 synth voice editor and library, Juno 106 parameter display.***
- CHEETAH MIDI INTERFACE ***The new boy in the interface stakes but certainly the cheapest at £49.95. Due for imminent release, it promises a very comprehensive software package with it including step and real time input, forward and reverse playback of sequences, and a MIDI delay/ reverb facility. This is in case any of you bright sparks have just sprung for a MIDI reverb, and want to trigger its effects from your Speccy.***
- ELECTRO-MUSIC RESEARCH ***The EMR comes with up to five software packages. The Performer records eight polyphonic parts in real time. The Composer is a step time sequencer. The Notator prints out musical notation from the Composer program. The Music Editor lets you edit files from the Performer and Composer. The Voice Editor allows you to program sounds on a range of synthesisers.***

THE KEY

Oh, to tickle the old ivories again. Okay, so they're not ivory anymore, just plastic, but they'll always be tuskers to me. MIDI based keyboards are getting cheaper every day, with market leaders Casio and Yamaha (ah so) currently producing the cheapest and best.



- YAMAHA ***The Yamaha DX series, DX-100, DX-21, DX-7, are Frequency Modulated synthesisers or FM for short. FM is a totally new kind of synthesis using sine waves combined to give you any waveform. Using FM you can imitate the sound of any instrument in any surroundings, meaning you can duplicate the sound of a piano in a greenhouse or a heavily curtained room. The overall sound is hard and bright, making it perfect for piano and percussion sounds. On the downside though, the FM process does, through it's incredible flexibility, give you the freedom to create complex, impossible and unusable sounds. That and the fact that they're complicated to program makes them the professionals choice. Prices start from under £300.***



- CASIO ***The Casio CZ series, CZ-101, CZ-1000 and CZ-5000, all use a digital sound generation technique called Phase Distortion Modulation, or PDM for short. The technology Casio uses to produce the sounds is a sort of hybrid of digital and analog circuits. They use digital technology to treat and modify a source sound wave in much the same way as synthesisers always have. The sounds you get with a Casio are warm and fruity, but they can also be shrill and screechy like a guitar distorting. They're small, portable and very easy to program, and MIDI compatible with everything. Although in theory MIDI is supposed to be a standard, you do find occasionally that some instruments persist in not talking to each other. Yamaha gear is suspect in this respect, but I've never heard of it happening with a CZ! Prices start from around £300 for the 101 and £400 for the 1000.***

Sara, T'zer and Caroline the 'YS' band suck

SOFT OPTIONS

As well as the various MIDI packages mentioned elsewhere on these pages, here are a couple of other pieces of software that deserve a mention. *Wham! The Music Box* by Melbourne House (there's a full review in *YS* 3) lets you compose two note polyphonic tunes with extra percussion effects, which you can edit to your taste using an envelope and pitch editing section. Tunes can be compiled into machine code for your own programs. MIDIsoft's *RAP* package enables owners of MIDI drum machines and synths to compose 16 rhythm tracks of up to 1000 steps, which you can choose from 200 built-in patterns. One of the first bits of MIDI compatible software was the *Music Typewriter* from Romantic Robot. This is a composer program in which you enter the notes in musical notation on a stave (all the sticks



...ck the old cheeks in and 'get down' at the Soho Soundhouse.

and blobs) and it then provides you with a high quality printout. You can then play the tune you've created through an interface to a MIDI keyboard. Music students will love this one.

H-H-HARDWARE

Of course, there's plenty of hardware to choose from apart from MIDI interfaces. One firm is really pushing itself forward in the Spectrum music hardware scene, and that's Cheetah Marketing. It produces the amazing SpecDrum digital drum box, the Cheetah Sound Sampler and a whole lot of digitally sampled sounds for both. The SpecDrum is a box that can store the digitally recorded sounds of nine different percussion sounds and through software can sequence them into foot-tapping little rhythms. Compared to digital drum machines costing £1000s the quality of its sounds is surprisingly high, and as such it's the most amazing cheap drumbox you can buy, and great value too at just under 30 quid.

- ***Datel Electronics was first to produce a sound sampling system for the Spectrum, and although it was a great deal of fun, it wasn't all that hot in the quality stakes — and not all that usable as a piece of musical equipment. Good conversation piece though, and handy if you had the nerve to write your own software.***
- ***Casio has really done the business in affordable equipment. Its RZ-1 drum machine has the best sounds in the £350 area and is MIDIable too. It can drive other MIDI instruments via your Spectrum and requisite interface/ software.***



- ***Not content with making the world's favourite Spectrum drum machine, Cheetah is now going for the throat in the sound sampling arena. The new Cheetah Sound Sampler supplies you with the technology to do your own sampling and sequencing as well as echo, reverb and harmonising effects. Teetering on the top of all these plusses is the fact that it's also microdrive compatible. The Sound Sampler should be available shortly — there'll be a full review in a future YS — and at £44.95 it's a bargain, no less!***
- ***Up until now if you wanted that Trevor Horn sound, you had to buy a Fairlight, yes, but more importantly a digital reverb unit costing a few thousand quid (I'll take two!) to give those lush spacious mixes. Well, digital reverbs are now well cheap, and MIDI controllable too. By far the best of the current crop is the Alesis MIDIverb for a little under £400. Just choose the effect you want and store it as part of your MIDI sequence and it'll select itself, right on cue.***

128K

The 128K version of the Spectrum has, as you may know, an extended sound system of its own. It boasts not only a three voice sound chip, but also a built-in MIDI capability! So, you don't need an interface, but you do need a cable with the 128's Telecom-style plug on one end and the MIDI standard DIN plug on the other. Until recently you had to buy one from Sinclair at great expense, but now, those Cheetah chaps have come up with a cheap solution at a measly £9.75.

- ECHO-1 ***For the 128 user, HCCS is to market a full size mechanical keyboard, the Echo-1, for about £50. In conjunction with its Organmaster software it'll enable you to play preset sounds polyphonically (three note chords) or synthesise your own sounds from the 128's sound chip. If all this wasn't enough, HCCS also manufactures the Echosound music amplifier, a 5 watt speaker to boost the output from your 128. Blast the wax from your eardrums for around £39.99.***

BLUFFER'S GUIDE

When you finally have the dosh to swan into a music shop and buy the gizmos you need, just so you don't appear a complete banana through lack of jargon, here's a quick reference guide to make you blend with the crowd.

MIDI The Musical Instrument Digital Interface. A standard in computer/instrument communications that allows electronic instruments and computers to get to know each other.
STEP TIME This means you don't have to be able to play the notes quickly, as you put them in one at a time, using the space bar of the Spectrum to indicate the rests or pauses within a piece of music.
REAL TIME For this you do have to be able to play a little. You play the keyboard and all the notes and rests (spaces between notes) are fed into the sequencer. Then when you play it back, the computer makes all the same mistakes you did.
PULSE SYNCHRONISATION An old fashioned kind of synchronisation: a (pre MIDI) method of synchronising the stuff you have in your sequencer with stuff that's already on tape.
MONOPHONIC Playing notes on a keyboard or synth one at a time. The opposite of Polyphonic.
POLYPHONIC Playing notes on a keyboard or synth more than one at a time. Chords to you!

RINGING TONES

• Casio	01-450 9131
• Cheetah Marketing	(0222) 777337
• Datel Electronics	(0782) 273815
• Dk'Tronics	(0493) 602926
• HCCS	(0767) 318844
• Melbourne House	01-943 3911
• Midisoft	01-732 1861
• Rainbird	01-240 8838
• Roland	01-568 4578
• Sell	01-387 7626
• XRI Systems	021-328 6084
• Yamaha	(0908) 71771

• Many thanks to Nick Thomas and Mike Boxford of Soho Soundhouse for the loan of the music shop, and also to Richard Young of Casio for technical info. Cheers!

Tony Sleep

J'ADORE LES BINDERS DE YS



Sacre bleu! Zut alors! Maurice Chevalier! Les bindeurs de *Your Sinclair* are ready! Zey 'ave been individually 'and painted by ze Art Editeur 'imself with ze genuine gold lettering on ze spine. Zey are magnifique, superb et très chic. Zey are also très cheap, seulement £4.95 for ze pleasure of keeping ze copies of *YS* neat et tidy sur votre shelves. Ooh la la! Is zis not brilliant? 'Az a frog legs? At ze price, 'ow can you say 'non'?

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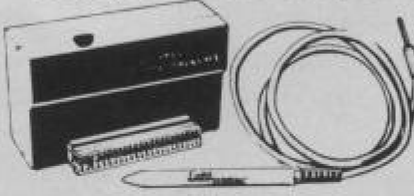


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RoboTEK

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YS AND CHEETAH

COMPETITION

WIN 5 SPECDRUMS AND 20 CHEETAH JOYSTICKS

Are you the sort of person who stands in front of the mirror with a pair of chopsticks and a cake tin fantasising that you're the next Animal? Crikey, you're really *weird*! You want to be a muppet? What's that? Oh, you want to be a drummer. Now you're talking. Well, you'll soon be beating a path to our door 'cos Cheetah is giving away 5 SpecDrums to the first prize winners and 20 joysticks to the runners-up.

Okay, so the SpecDrum's not the real McCoy and we can't recommend the Victoria sponges we've made with it but as a drum it's a whole lot better than any cake tin — and it certainly makes one hell of a din if you want it to. And Cheetah has every reason to bang its own drum about the SpecDrum. It's a natty black box that fits neatly on the back of your Spectrum and gives you three channels of percussion. It also comes with a tape on which you'll find eight digitally sampled sounds — bass, snare, toms (mid and low with optional high), hi-hat, cowbell (yodelay-hay) and claps.

So, how can you get your sticks a-lickin' on a SpecDrum and maybe one day end up on Top Of The Pops? (Oh okay, we won't force you to go that far!)

S'easy really. Study the really heavy cartoons below and you'll notice a fair few differences. Yep, the Status Quo has changed. Thought that would've Slade you. Now put a ring round each of the spots where the two piccies don't match up, fill in the coupon and send the whole lot, or a photocopy to SpecDrum Compo, *YS*, 14 Rathbone Place, London W1P 1DE.

The first five correct entries pulled out of the bag will receive a SpecDrum worth £39.95 and twenty runners-up will each receive a Cheetah joystick.

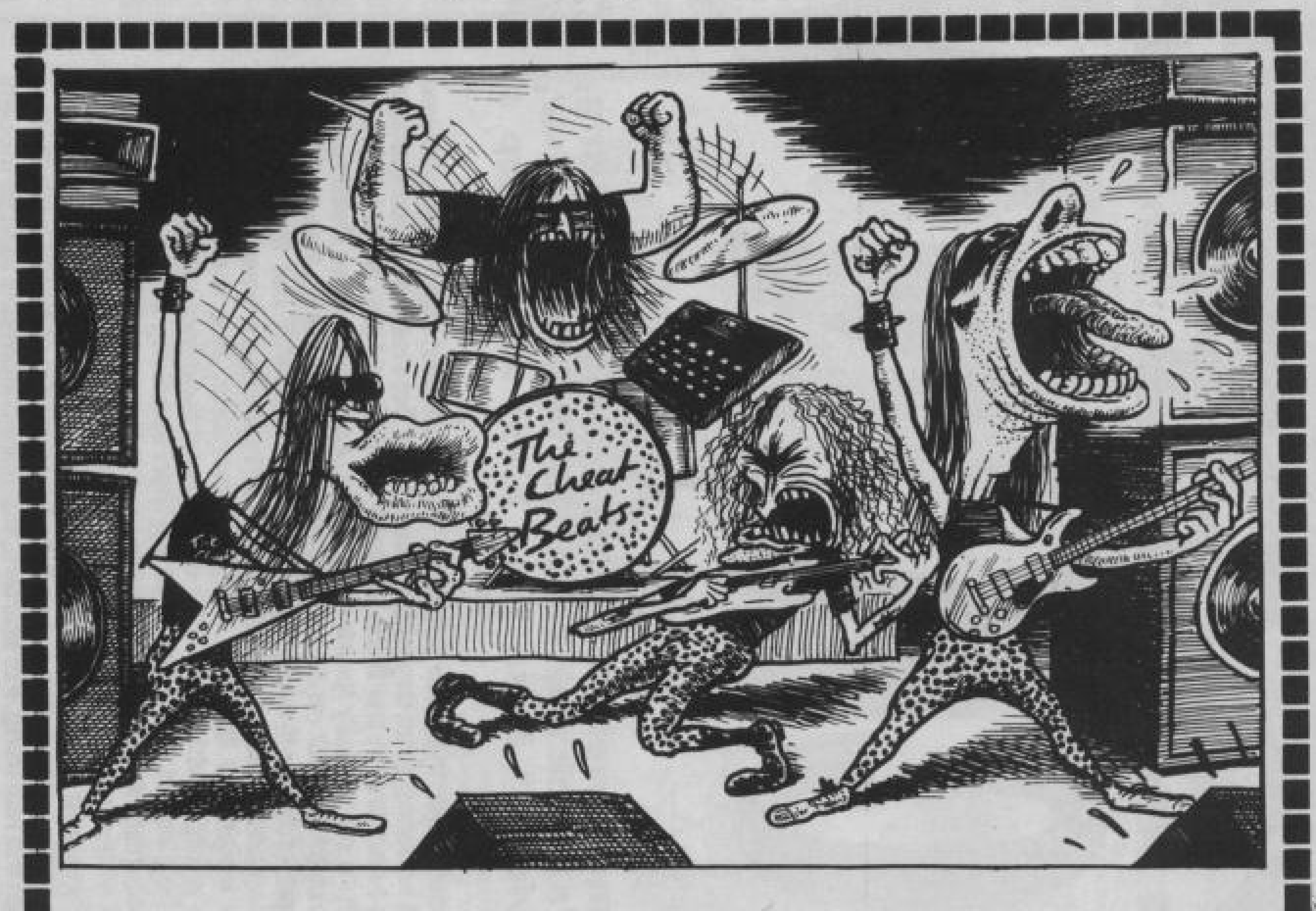
Rules

No Cheeting: employees of Sportscene Specialist Press or Cheetah mustn't enter this compo even if they are ageing 'Edbangers — and there are plenty of them here mentioning no names, of course.

Get into the rhythm man and get those entries in by July 31st.

There's no point in arguing with the Ed unless you like hitting your head against a brick wall — on second thoughts...





There's no beating me — I spotted .... differences

Name ....

Address ....

.... Postcode ....

Now clip out this coupon, or a photocopy, and send it to SpecDrum Compo, *YS*, 14 Rathbone Place, London W1P 1DE. And don't forget to put the number of differences you spotted on the back of the envelope.

YS PRESENTS
ROCK 'N' WRESTLE

Ladies an' Gennelmen, welcome a newcomer to the ring, Melbourne House's *Rock'n'Wrestle*. In the blue corner, *Tommy "Giant Hayfever" Nash* (boo hiss) wrestles up a review...

Quiz time. If you'd been in a deep coma for, oh, say at least eight hours and you woke up not knowing what day of the week it was (let alone how you came to be sleeping head first in the linen basket), how would you work out it was Saturday? *Turn on the telly for starters.* Right. *And watch Mike Read make a complete prat of himself on Saturday Superstore?* But Mike Read makes a complete prat of himself every day of the week. *Watch out for Saint and Greavsie?* No chance. The hardest thing of all is finding a time when they're not on. *The wrestling?* Got it in... er, just over one. Yes, the wrestling, of course. The show in which two EEC-subsidised food mountains (why else d'you think he's called Giant Haystacks?) start knocking the stuffing out of each other. Wrestling equals Saturday. And don't start telling me that you can go down the Civic and watch wrestling any night of the week. Have you ever been? No, of course you haven't.

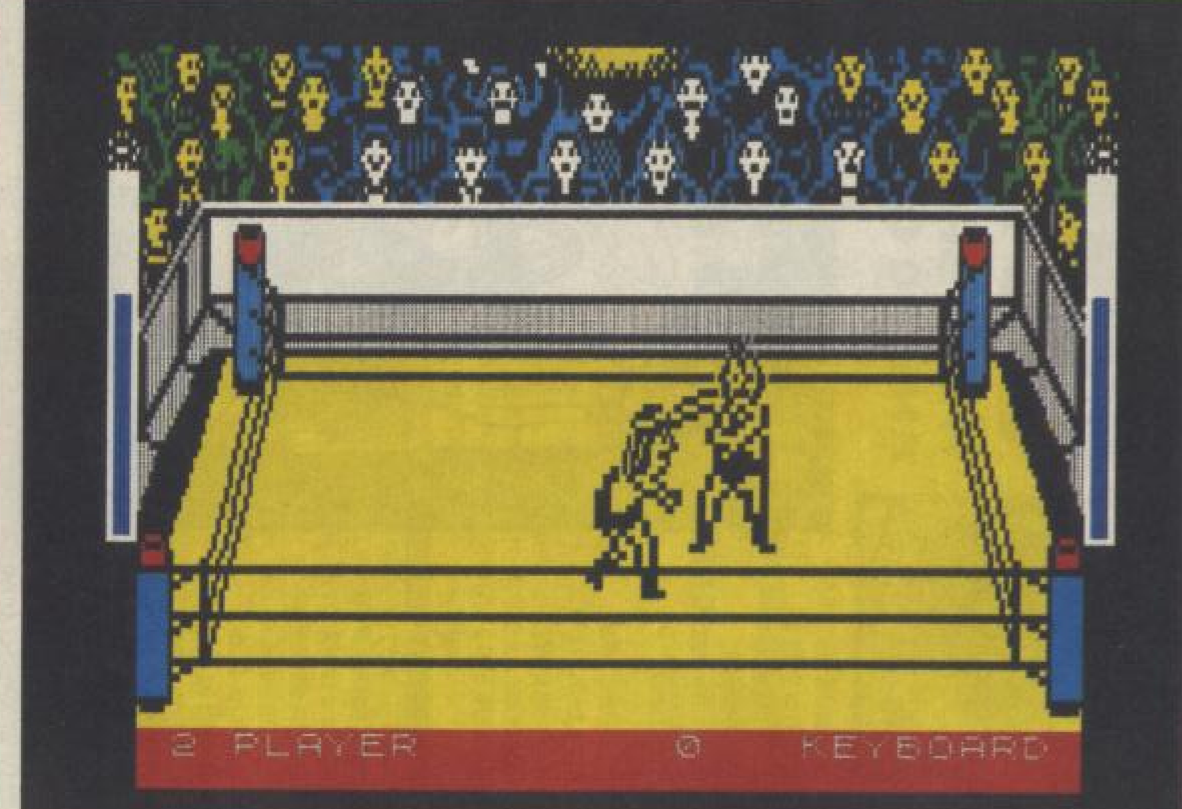
Except that now, grappling fans, you can have wrestling on your telly every day of the week. *Rock'n'Wrestle* is the first 3D wrestling simulation to head-butt its way onto your Speccy. But be prepared for a few changes from the real thing. For starters, our man-mountains look as though they've spent a couple of weeks with the Weight Watchers — Big Daddy would have three of them for breakfast *before* tucking into his Shredded Wheat. And the referee's gone walkabout, so there's none of that a-one-a, a-two-a, a-three-a-plus copious amounts of palm slapping on the canvas — the countdown appears as plain old numbers on the screen.

In any case the ref would have great difficulty with the rules. The only way to win a contest is by one pinfall if you're playing the computer or two if you're mashin' up a mate. There are no knockouts and no submissions.

The other big difference is the visuals. A real wrestler would have to get beaten about a bit to look as bad as this. The graphics are definitely on the naff side of awful, especially after the clean lines of Melbourne's last big hit, *Way Of The Exploding Fist*. And until you've got a fair few back breakers under your Lonsdale belt it's a trifle tricky in some of the grapples picking out which pixel belongs to which player.

But it won't be long before you're used to the blockiness of the graphics and you can tell at a glance the difference between the Missouri Breaker and Redneck McCoy. Then you can get on with the business of mastering the moves — all twenty-seven of them. It's an idea to put some practice in on the two-player mode — that way you can be certain of an opponent who keeps still even while you're throwing him around the ring.

Rock'n'Wrestle is not a megagame but it's not so far off it in its gameplay as looking at the



Ooh, isn't he gorgeous? Well, he is Gorgeous Greg, the grannies' hearthrob? Some of his adversaries must've made their mothers weep though — more cauliflowers 'ere than at the greengrocers. The two bars up the side indicate the relative strengths of the two opponents. The weaker you get, the farther down it goes; when you reach the red you'll have difficulty fighting off your opponent's attacks. One tip for the high score freaks — when you've got your opponent in an aeroplane spin or an armlock, keep him spinning round for as long as you you can and watch your score soar.

even while you're throwing him around the ring.

Rock'n'Wrestle is not a megagame but it's not as far off it in its gameplay as looking at the screen shots might suggest. And as a wrestling simulation, it's not at all bad. All the major moves are there and it feels pretty accurate when it's your head making contact with the canvas. You'll even lose control over your character as he reels about the ring after a bad knock. But in the end there is one vital element missing. How could the programmers leave out everyone's favourite handbag-wielding granny?

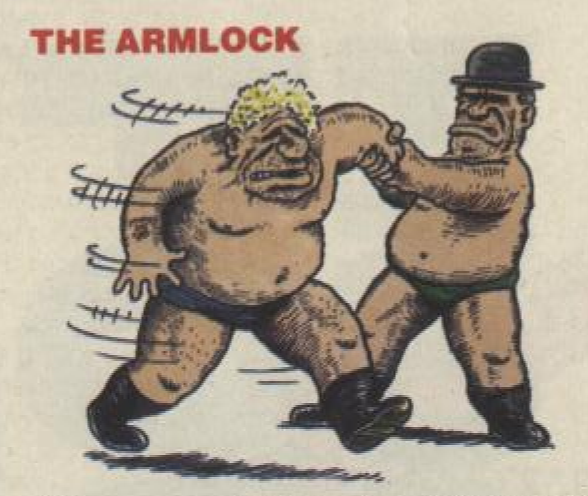
Here are four of the flashiest moves in *Rock'n'Wrestle*. And once you've mastered these, you've only got another twenty-three to go. Get grapplin'

PILE DRIVER



Now this really would be a killer — if only you could guarantee your opponent had piles. That's why you can count on doing more damage by picking him up and dropping him on his head. To carry the move off, grab your adversary from the front, lift him over your shoulders before driving him head-first into the canvas.

THE ARMLOCK



Take your partner by the arm, jiggle that joystick from side to side, swing him round until he spins, then let him go into the ropes. After that performance you've got about a second and a half to decide on your next move — will it be the flying body press, the drop kick or the clothes line?

TURNBUCKLE FLY



No, not a new-fangled trouser fastener but one of the cockiest moves in wrestling. Climb up the corner post, then throw yourself, arms outstretched, into the middle of the ring. It works best if you land on top of your opponent!

AERO-PLANE SPIN

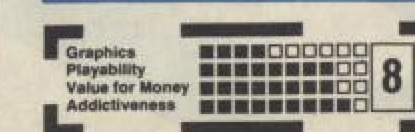
Now, you've really made it to the dizzy heights in wrestling. Grab your opponent from the front then lift him onto your shoulders. A side-to-side joystick waggle will soon have the pair of you in a spin.

ROCK'N'WRESTLE V FIST

It's nearly a year now since *Way Of The Exploding Fist* first burst to the top of the chart — and stayed put for a fair few weeks. So, there's a lot riding on its success — after all, it was designed and programmed by the same team. So now for the big question, is *Rock'n'Wrestle* the smash hit follow-up to *Fist*. Let's find out...

ROCK'N'WRESTLE		FIST
8	**PLAYABILITY**	9
Can't complain on this count. The graphics take a bit of getting used to but the variety and complexity of the moves more than makes up for them.		When it first appeared, *Fist* was a stunning achievement. And best of all was the accuracy and complexity of the moves — you could 'feel' those blows.
4	**GRAPHICS**	8
Er, yes ... you can see for yourself that they're a bit of a state rather than state of the art. Still, the Speccy does pose a few programming problems for 3D simulations like this.		The figures in *Fist* are beautifully realised but remember the programmers only had to move them across a horizontal line in two dimensions.
8	**ADDICTIVENESS**	7
The added difficulty of mastering a greater number of moves and defeating more opponents than in *Fist* means that it should keep you jiggling that joystick for even longer.		Well, plenty of us still play it regularly nearly a year after its original release so it has to score well in these stakes. The only major complaint is that it's just too easy and lacks variety so perhaps *Rock'n'Wrestle* takes it on this count.
8	**ORIGINALITY**	9
Well, have you ever seen a wrestling game before? Could this be the first in a long line of spin-offs or will the problems with the graphics put others off giving it a go?		There've been plenty of imitators but *Fist* was without a doubt the first. And for many people it's never yet been bettered.
6	**REALISM**	8
The game gets all the moves in but it fails to capture the pantomime atmosphere of real wrestling. Isn't half the fun of wrestling the fact that it's showbiz not sport? And it's stretching it a bit to believe that anyone could pull off a pin by holding down his opponent's feet — so why can you in *Rock'n'Wrestle?*		Never having put on my jimjams to do anything more strenuous than sleep, I'm not really the one to judge how true to life the game is. But all that thwacking and thudding looks real enough to me.
36	**OVERALL**	41

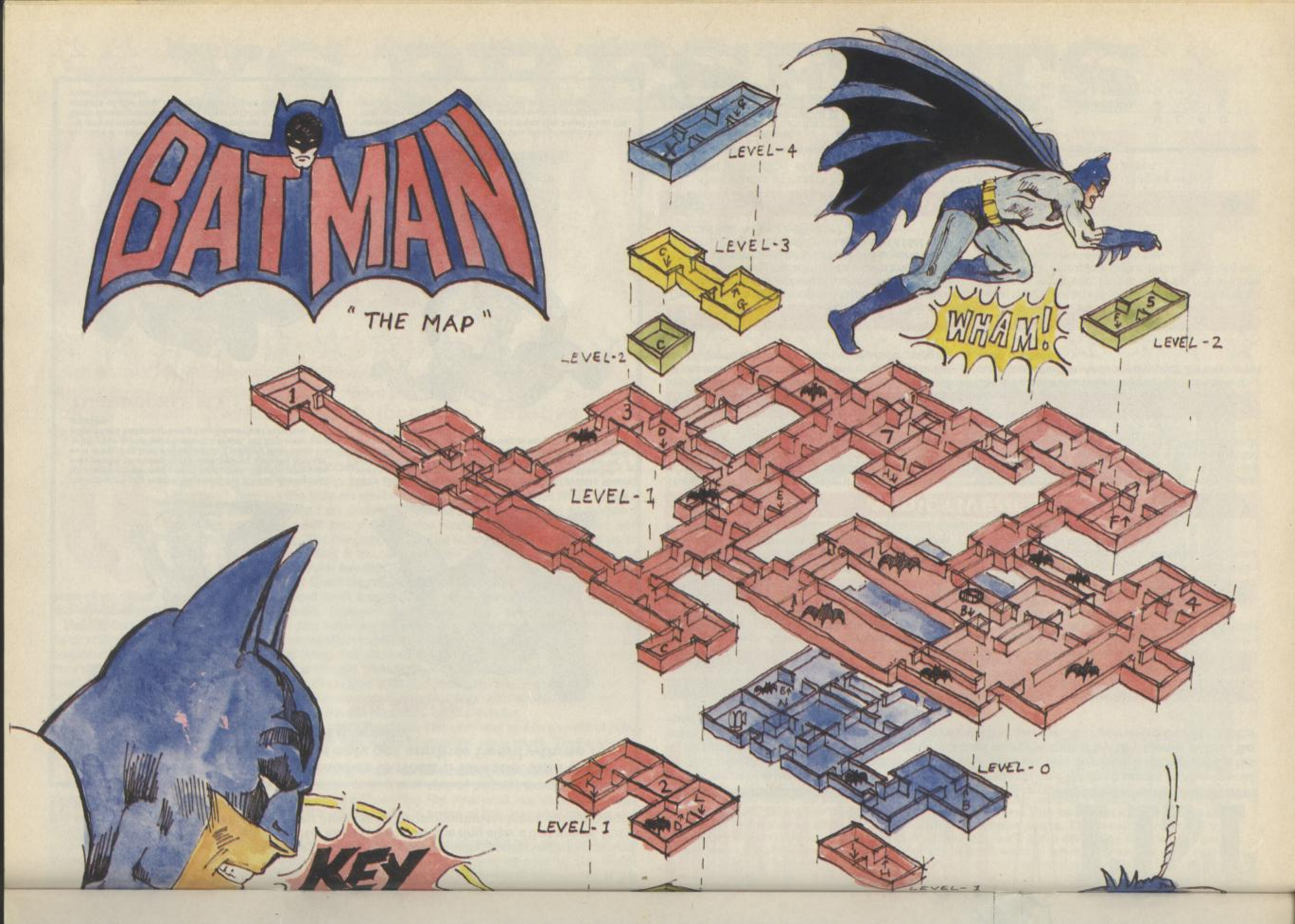
Well, it looks as though *Fist* has it by two falls and one submission. But if you disagree write in and tell the Ed — don't *you* worry about the fact that I'll probably lose my job over it...



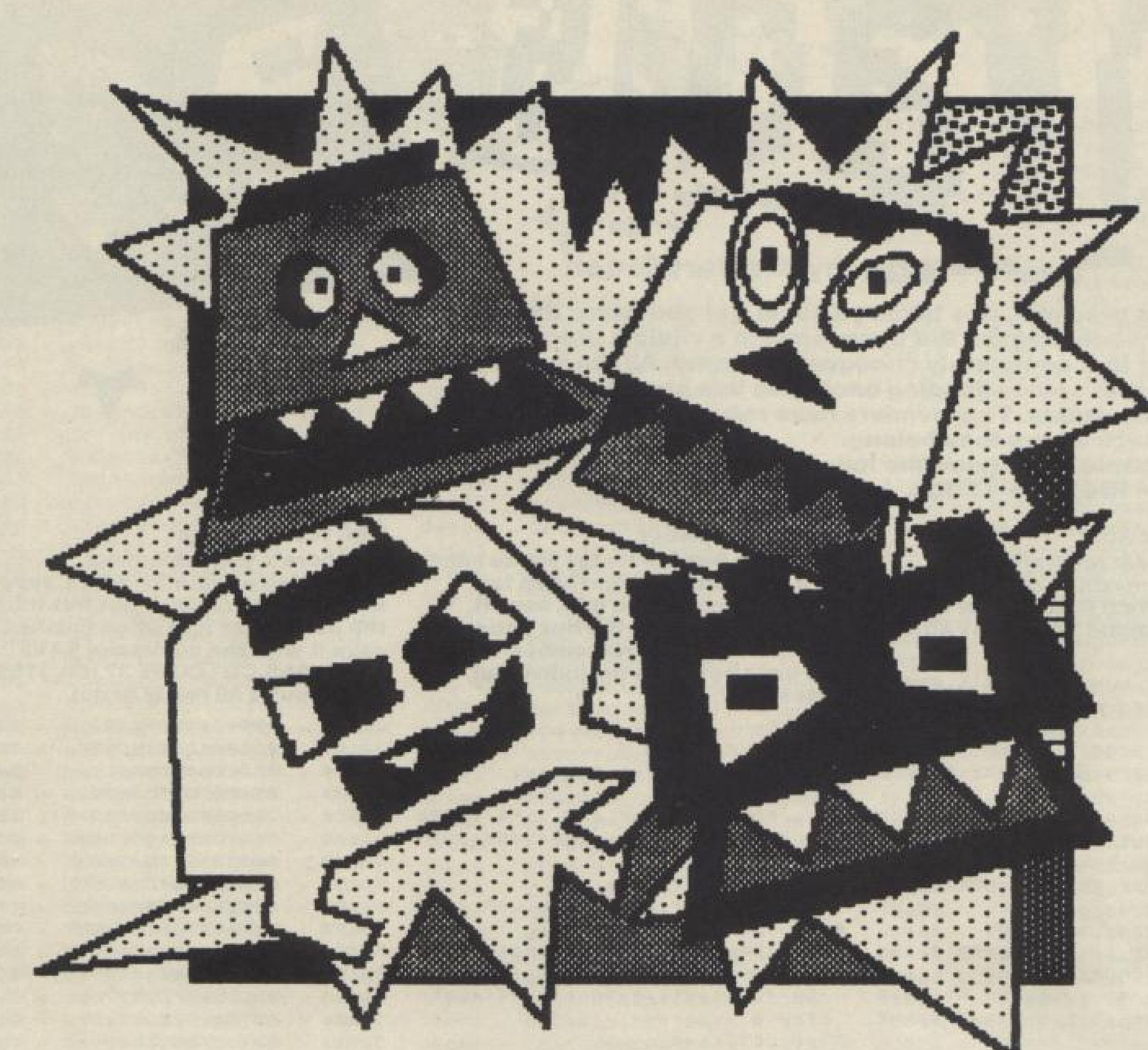
Game .... *Rock'n'Wrestle*
Publisher .... Melbourne House
Price £7.95
Joystick .... Kempston, Sinclair, Protek etc

KEYS

	U	L	R	D
PLAYER 1	W	A	D	X
PLAYER 2	U	H	K	N



BATMAN
"THE MAP"
WHAM!
LEVEL-4
LEVEL-3
LEVEL-2
LEVEL-2
LEVEL-1
LEVEL-0
LEVEL-1
KEY

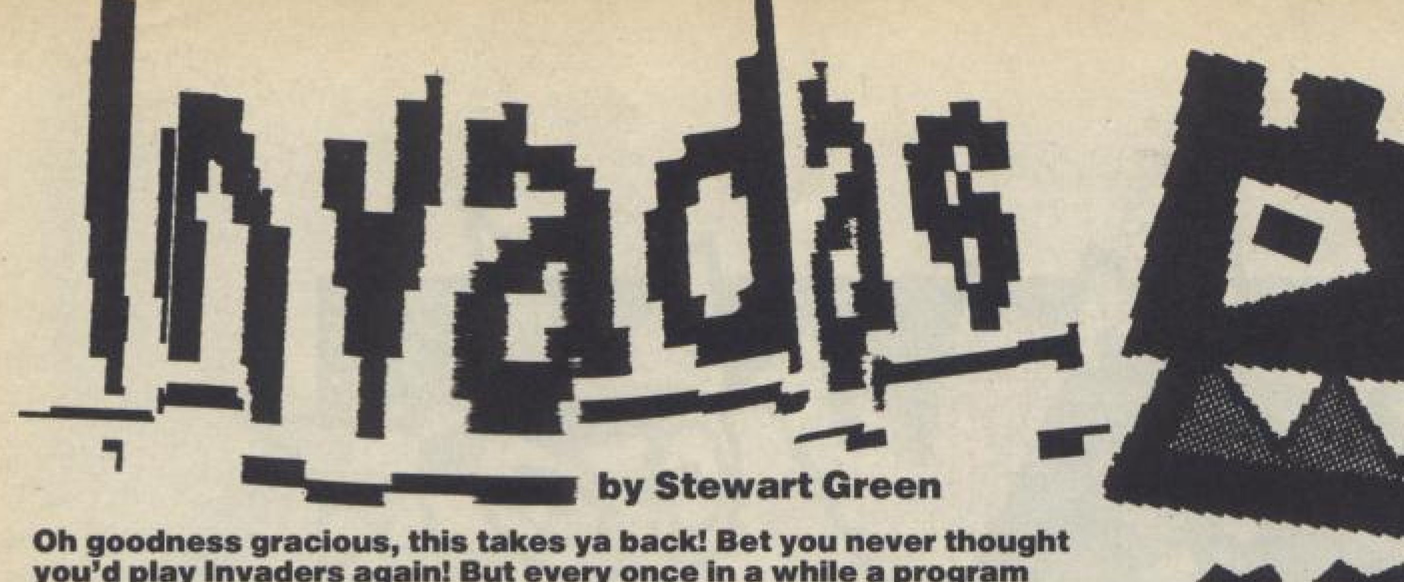


PROGRAM POWER

PULL-OUT

INVADAS





by Stewart Green

Oh goodness gracious, this takes ya back! Bet you never thought you'd play Invaders again! But every once in a while a program comes along that completely changes your mind. All the fun of your mis-spent youth comes flooding back with this superb machine code implementation. The invaders have returned. It's up to you to send them back where they belong.
To play the game you'll need the following keys:
1 = LEFT, 2 = RIGHT, 0 = FIRE!, and S = START.

The Basic Loader

This is the Basic program that operates the machine code. Type this in and save it first on your tape with the command SAVE "INVADAS" LINE 9000.

```
  10 REM (C) MCMLXXV DDS S.GREEN
  20 BORDER 0: PAPER 0: INK 7: C
LS -
  30 GO SUB 5000
  40 PRINT AT 5,2;"PLEASE SELECT
"
  50 PRINT AT 9,2;"0 = KEYBOARD"
''''   1 = SINCLAIR JOYSTICK"
  60 INPUT A: POKE 23728,A
 100 BORDER 0: PAPER 0: BRIGHT 1
: INK 6: CLS
 110 RANDOMIZE USR 34533
 120 PRINT AT 10,10; PAPER 7; IN
K 0;"HIGH - SCORE"
 130 FOR A=1 TO 5: PRINT AT 10+A
*2,8;N(A);TAB 13;" = ";N$(A): NE
XT A
 140 PRINT #1;"  PRESS 'S' TO ST
ART THE GAME"
 150 PAUSE 0: IF INKEY$<>"S" AND
 INKEY$<>"s" THEN GO TO 150
 160 INPUT ""
 170 LET SCORE=10*USR 32100
 175 CLS : PRINT AT 10,5;"YOUR S
CORE IS:";SCORE: PAUSE 75
 180 IF SCORE<=N(5) THEN GO TO 1
00
 190 LET S$="A NEW HIGH SCORE!!!
": CLS
 200 FOR A=1 TO LEN S$: FOR F=0
TO 5: PRINT INK F+2;AT 8+F,A+5;S
$(A): BEEP .005,A+F: NEXT F: NEX
T A
 210 INPUT "WHAT IS YOUR NAME?";
I$
 220 LET N(5)=SCORE: LET N$(5)=I
$
 230 FOR A=5 TO 2 STEP -1
 240 IF N(A)>N(A-1) THEN LET Z$=
N$(A-1): LET N$(A-1)=N$(A): LET
N$(A)=Z$: LET S=N(A-1): LET N(A-
1)=N(A): LET N(A)=S
 250 NEXT A
 260 GO TO 100
5000 RESTORE
5010 DIM N$(5,8): DIM N(5)
5020 FOR L=1 TO 5: READ N$(L): N
EXT L
5030 FOR L=1 TO 5: READ N(L): NE
XT L
5040 RETURN
5100 DATA "STEWART","ULTIMATE","
FIREBIRD","SINCLAIR","T.S.PETE"
5200 DATA 20000,10000,8000,5000,
2000
5500 RETURN
9000 LOAD ""CODE : GO TO 1
9999 SAVE "INVADAS" LINE 9000: S
AVE "INVADAS.CD"CODE 32100,3165
```

The Hex Loader

A general hex loader for you to save on a different tape and keep for future listings. Type it in, save it, then run it to input the hex listing into memory. And remember, skip the gaps between the individual bytes.

```
   1 REM General Hex Loader
   2 POKE 23658,8
   3 INPUT "Start Address ";star
t
   4 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
   5 CLEAR start-1
   6 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
   7 INPUT "Length ";length
   8 INPUT "File Name ";f$
  10 FOR i=start TO start+length
 STEP 8
  20 LET cs=0
  30 PRINT AT 0,0;"Address ";i
  40 INPUT "Hex 8 Bytes", LINE a
$
  60 IF LEN a$<>16 THEN GO TO 10
00
  80 LET f=0: FOR j=1 TO 16
  90 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN LET f=1
 100 NEXT j
 105 IF f=1 THEN GO TO 1000
 110 FOR n=0 TO 7
 120 LET y=CODE a$(1)-48: IF y>9
 THEN LET y=y-7
 130 LET z=CODE a$(2)-48: IF z>9
 THEN LET z=z-7
 140 LET va=16*y+z
 150 LET cs=cs+va
 160 POKE i+n,va
 165 PRINT AT 2,n*3;a$( TO 2)
 170 LET a$=a$(3 TO )
 180 NEXT n
 183 INPUT "Checksum "; LINE a$
 184 PRINT AT 2,25;a$
 185 IF VAL a$<>cs THEN GO TO 10
00
 187 CLS
 190 NEXT i
 200 CLS : PRINT "SAVE CODE AFTE
R BASIC LOADER."''"REMOVE EAR LE
AD"
 210 SAVE f$CODE start,length
 220 CLS : PRINT "VERIFYING"
 230 VERIFY ""CODE
 240 CLS : PRINT "ALL OK": STOP
1000 PRINT AT 15,0;"ERROR": GO T
O 20
```

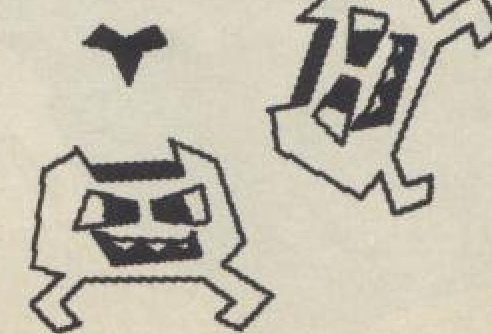


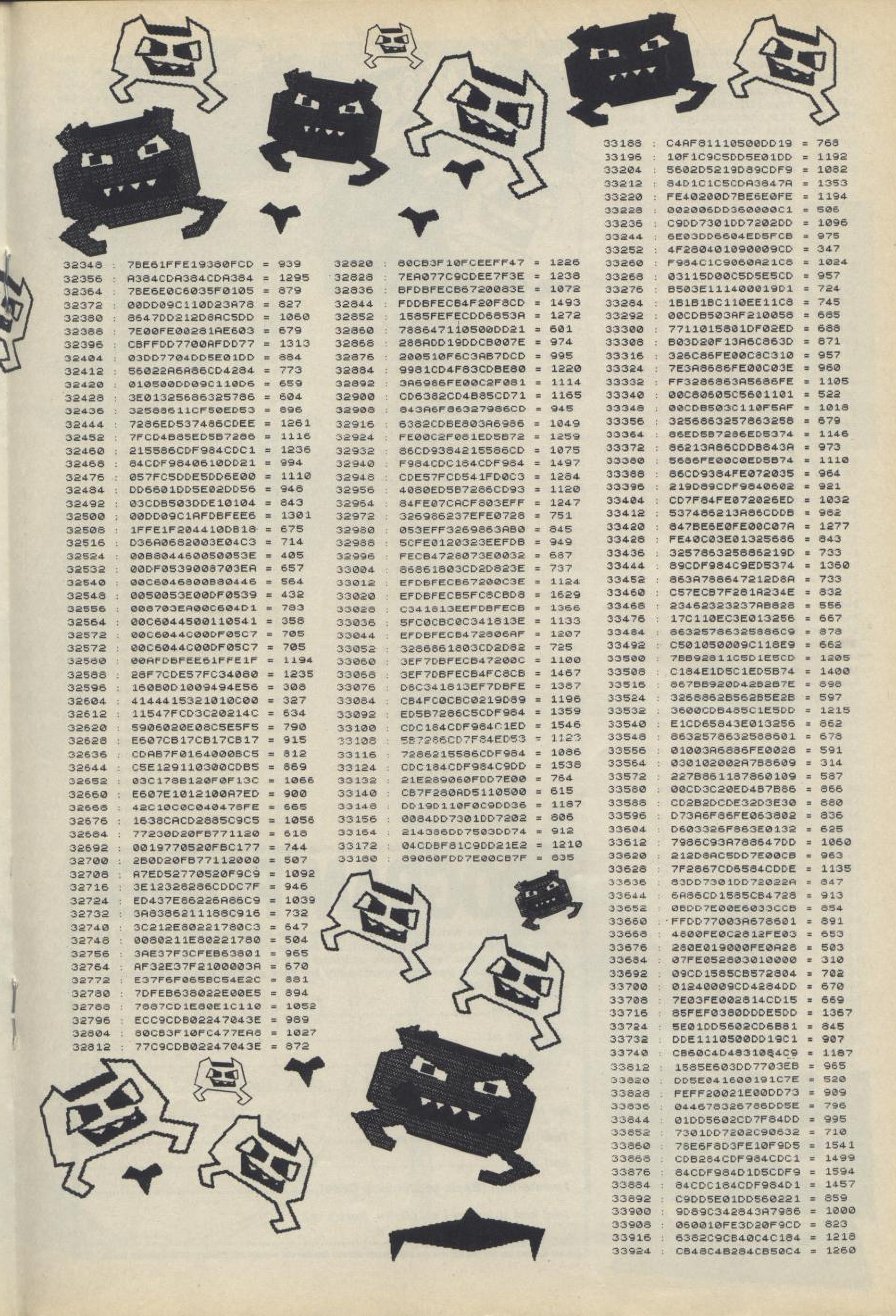
The Hex Listing

And here's your hex dump, containing all your invaders, zappy sounds and colour. Input this into the hex loader and when finished, save it with the command SAVE "INVADAS.CD" CODE 32100,3165. Then you're all ready to go!

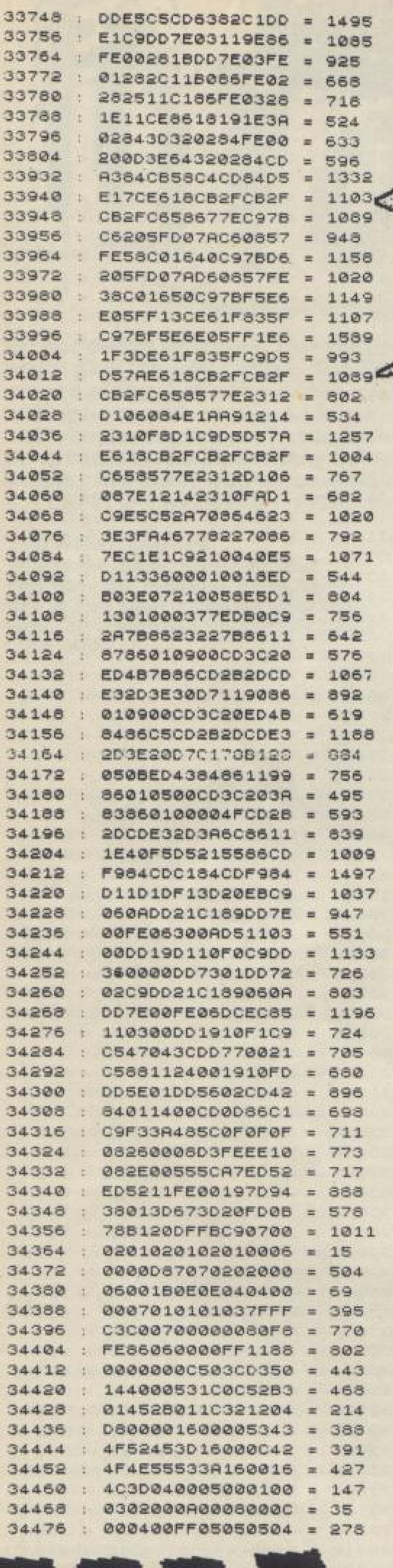
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32100 : 3E643202843E02CD = 615
32108 : 0116012C01ED4384 = 505
32116 : 863E0032485CCD28 = 655
32124 : 853E55327D863E03 = 654
32132 : 326C86210000227B = 482
32140 : 863E0F32485C3E32 = 537
32148 : 328186AF3283863E = 865
32156 : 0C327886CDD67DCD = 1067
32164 : 2885ED4B7886C9ED = 1180
32172 : 4B8486678B1281EC5 = 905
32180 : 6024110800CD8503 = 546
32188 : CDBE80CD4485CDD6 = 1348
32196 : 85CDE57FCDEE7FC1 = 1457
32204 : 0B78B120E2012B01 = 611
32212 : ED4384863E003269 = 787
32220 : 863A7886C6043278 = 818
32228 : 863280863A7D86D6 = 977
32236 : 0430023E01327D86 = 426
32244 : 326F863A83863C32 = 728
32252 : 8386CDCC7F212D8A = 1017
32260 : 1105003A78864736 = 459
32268 : 801910FBCD7184AF = 1045
32276 : 326986060A21C189 = 668
32284 : 36FF23232310F906 = 685
32292 : 0F21E28911050036 = 487
32300 : 001910FBCD617F01 = 722
32308 : D007CD0D863E0732 = 686
32316 : 485CCD2885DD212D = 841
32324 : 8A3A788647114340 = 669
32332 : C5DD7301DD7202CD = 1076
32340 : C184CDC184CDC184 = 1385
```





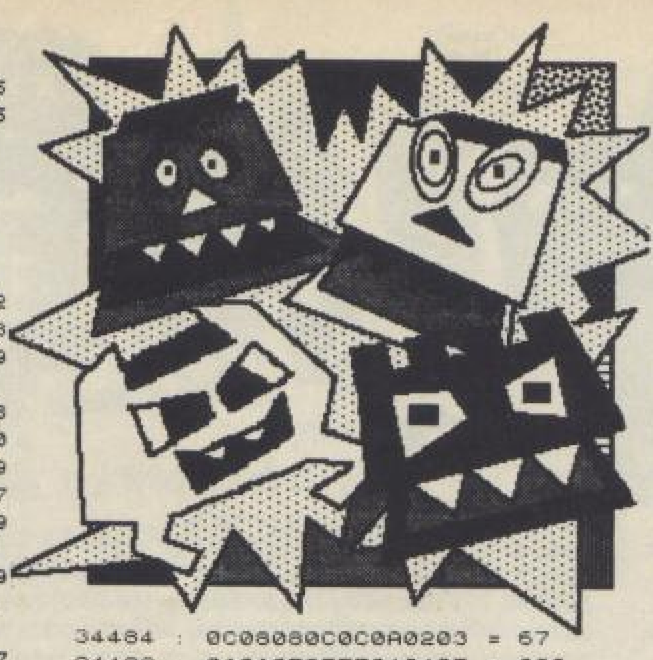


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32348 : 7BE61FFE19380FCD = 939
32356 : A384CDA384CDA384 = 1295
32364 : 7BE6E0C6035F0105 = 879
32372 : 00DD09C110D23A78 = 827
32380 : 8647DD212D8AC5DD = 1060
32388 : 7E00FE00281AE603 = 679
32396 : CBFFDD7700AFDD77 = 1313
32404 : 03DD7704DD5E01DD = 884
32412 : 56022A6A86CD4284 = 773
32420 : 010500DD09C110D6 = 659
32428 : 3E01325686325786 = 604
32436 : 32588611CF50ED53 = 896
32444 : 7286ED537486CDEE = 1261
32452 : 7FCD4B85ED5B7286 = 1116
32460 : 215586CDF984CDC1 = 1236
32468 : 84CDF9840610DD21 = 994
32476 : 057FC5DDE5DD6E00 = 1110
32484 : DD6601DD5E02DD56 = 946
32492 : 03CDB503DDE10104 = 843
32500 : 00DD09C1AFDBFEE6 = 1301
32508 : 1FFE1F204410D818 = 675
32516 : D36A0682003E04C3 = 714
32524 : 00B804460050053E = 405
32532 : 00DF0539008703EA = 657
32540 : 00C6046800B80446 = 564
32548 : 0050053E00DF0539 = 432
32556 : 008703EA00C604D1 = 783
32564 : 00C6044500110541 = 358
32572 : 00C6044C00DF05C7 = 705
32572 : 00C6044C00DF05C7 = 705
32580 : 00AFDBFEE61FFE1F = 1194
32588 : 28F7CDE57FC34080 = 1235
32596 : 160B0D1009494E56 = 308
32604 : 4144415321010C00 = 327
32612 : 11547FCD3C20214C = 634
32620 : 5906020E08C5E5F5 = 790
32628 : E607CB17CB17CB17 = 915
32636 : CDAB7F0164000BC5 = 812
32644 : C5E129110300CDB5 = 869
32652 : 03C178B120F0F13C = 1066
32660 : E607E1012100A7ED = 900
32668 : 42C10C0C040478FE = 665
32676 : 1638CACD2885C9C5 = 1056
32684 : 77230D20FB771120 = 618
32692 : 0019770520FBC177 = 744
32700 : 2B0D20FB77112000 = 507
32708 : A7ED52770520F9C9 = 1092
32716 : 3E12328286CDDC7F = 946
32724 : ED437E86226A86C9 = 1039
32732 : 3A8386211188C916 = 732
32740 : 3C212E80221780C3 = 647
32748 : 0080211E80221780 = 504
32756 : 3AE37F3CFEB83801 = 965
32764 : AF32E37F2100003A = 670
32772 : E37F6F065BC54E2C = 881
32780 : 7DFEB638022E00E5 = 894
32788 : 7887CD1E80E1C110 = 1052
32796 : ECC9CDB02247043E = 989
32804 : 80CB3F10FC477EA8 = 1027
32812 : 77C9CDB02247043E = 872
32820 : 80CB3F10FCEEFF47 = 1226
32828 : 7EA077C9CDEE7F3E = 1238
32836 : BFDBFECB6720083E = 1072
32844 : FDDBFECB4F20F8CD = 1493
32852 : 1585FEFECDD6853A = 1272
32860 : 78864711050 0DD21 = 601
32868 : 288ADD19DDCB007E = 974
32876 : 200510F6C3AB7DCD = 995
32884 : 9981CD4F83CDBE80 = 1220
32892 : 3A6986FE00C2F081 = 1114
32900 : CD6382CD4B85CD71 = 1165
32908 : 843A6F86327986CD = 945
32916 : 6382CDBE803A6986 = 1049
32924 : FE00C2F081ED5B72 = 1259
32932 : 86CD9384215586CD = 1075
32940 : F984CDC184CDF984 = 1497
32948 : CDE57FCD541FD0C3 = 1284
32956 : 4080ED5B7286CD93 = 1120
32964 : 84FE07CACF803EFF = 1247
32972 : 326986237EFE0728 = 751
32980 : 053EFF32698 63AB0 = 845
32988 : 5CFE0120323EEFDB = 949
32996 : FECB4728073E0032 = 687
33004 : 86861803CD2D823E = 737
33012 : EFDBFECB67200C3E = 1124
33020 : EFDBFECB5FC8CBD8 = 1629
33028 : C341813EEFDBFECB = 1366
33036 : 5FC0CBC0C341813E = 1133
33044 : EFDBFECB472806AF = 1207
33052 : 3288861803CD2D82 = 725
33060 : 3EF7DBFECB47200C = 1100
33068 : 3EF7DBFECB4FC8CB = 1467
33076 : D8C341813EF7DBFE = 1387
33084 : CB4FC0CBC0219D89 = 1196
33092 : ED5B7286C5CDF984 = 1359
33100 : CDC184CDF984C1ED = 1546
33108 : 5B7286CD7F84ED53 = 1123
33116 : 7286215586CDF984 = 1086
33124 : CDC184CDF984C9DD = 1538
33132 : 21E289060FDD7E00 = 764
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33148 : DD19D110F0C9DD36 = 1187
33156 : 0084DD7301DD7202 = 806
33164 : 214386DD7503DD74 = 912
33172 : 04CDBF81C9DD21E2 = 1210
33180 : 89060FDD7E00CB7F = 835
33188 : C4AF81110500DD19 = 768
33196 : 10F1C9C5DD5E01DD = 1192
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33212 : 84D1C1C5CDA3847A = 1353
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33228 : 002006DD360000C1 = 506
33236 : C9DD7301DD7202DD = 1096
33244 : 6E03DD6604ED5FCB = 975
33252 : 4F280401090009CD = 347
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33268 : 03115D00C5D5E5CD = 957
33276 : B503E111400019D1 = 724
33284 : 1B1B1BC110EE11C8 = 745
33292 : 00CDB503AF210058 = 665
33300 : 7711015801DF02ED = 688
33308 : B03D20F13A6C863D = 871
33316 : 326C86FE00C8C310 = 957
33324 : 7E3A8686FE00C03E = 960
33332 : FF3286863A5686FE = 1105
33340 : 00C80605C5601101 = 522
33348 : 00CDB503C110F5AF = 1018
33356 : 3256863257863258 = 679
33364 : 86ED5B7286ED5374 = 1146
33372 : 86213A86CDDB843A = 973
33380 : 5686FE00C0ED5B74 = 1110
33388 : 86CD9384FE072035 = 964
33396 : 219D89CDF9840602 = 921
33404 : CD7F84FE072026ED = 1032
33412 : 537486213A86CDDB = 982
33420 : 847BE6E0FE00C07A = 1277
33428 : FE40C03E01325686 = 843
33436 : 325786325886219D = 733
33444 : 89CDF984C9ED5374 = 1360
33452 : 863A788647212D8A = 733
33460 : C57ECB7F281A234E = 832
33468 : 23462323237AB828 = 556
33476 : 17C110EC3E013256 = 667
33484 : 8632578632588 6C9 = 878
33492 : C501050009C118E9 = 662
33500 : 7B892811C5D1E5CD = 1205
33508 : C184E1D5C1ED5B74 = 1400
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33524 : 3268862B562B5E2B = 597
33532 : 3600CDB485C1E5DD = 1215
33540 : E1CD65843E013256 = 862
33548 : 8632578632588601 = 678
33556 : 01003A6886FE0028 = 591
33564 : 030102002A7B8609 = 314
33572 : 227B861187860109 = 587
33580 : 00CD3C20ED4B7B86 = 866
33588 : CD2B2DCDE32D3E30 = 880
33596 : D73A6F86FE063802 = 836
33604 : D603326F863E0132 = 625
33612 : 7986C93A788647DD = 1060
33620 : 212D8AC5DD7E00CB = 963
33628 : 7F2867CD6584CDDE = 1135
33636 : 83DD7301DD72022A = 847
33644 : 6A86CD1585CB4728 = 913
33652 : 0BDD7E00E6033CCB = 854
33660 : FFDD77003A678601 = 891
33668 : 4800FE0C2812FE03 = 653
33676 : 280E019000FE0A28 = 503
33684 : 07FE052803010000 = 310
33692 : 09CD1585CB572804 = 702
33700 : 01240009CD4284DD = 670
33708 : 7E03FE002814CD15 = 669
33716 : 85FEF0380DDDE5DD = 1367
33724 : 5E01DD5602CD6B81 = 845
33732 : DDE1110500DD19C1 = 907
33740 : CB60C4D4831084C9 = 1187
33812 : 1585E603DD7703EB = 965
33820 : DD5E041600191C7E = 520
33828 : FEFF20021E00DD73 = 909
33836 : 044678326786DD5E = 796
33844 : 01DD5602CD7F84DD = 995
33852 : 7301DD7202C90632 = 710
33860 : 78E6F8D3FE10F9D5 = 1541
33868 : CDB284CDF984CDC1 = 1499
33876 : 84CDF984D1D5CDF9 = 1594
33884 : 84CDC184CDF984D1 = 1457
33892 : C9DD5E01DD560221 = 859
33900 : 9D89C342843A7986 = 1000
33908 : 060010FE3D20F9CD = 823
33916 : 6382C9CB40C4C184 = 1218
33924 : CB48C4B284CB50C4 = 1260
```



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33748 : DDE5C5CD6382C1DD = 1495
33756 : E1C9DD7E03119E86 = 1085
33764 : FE00261BDD7E03FE = 925
33772 : 01282C11B066FE02 = 668
33780 : 282511C186FE0328 = 716
33788 : 1E11CE8618191E3A = 524
33796 : 02843D320284FE00 = 633
33804 : 200D3E64320284CD = 596
33932 : A384CB58C4CD84D5 = 1332
33940 : E17CE618CB2FCB2F = 1103
33948 : CB2FC658677EC97B = 1089
33956 : C6205FD07AC60857 = 948
33964 : FE58C01640C97BD6 = 1158
33972 : 205FD07AD60857FE = 1020
33980 : 38C01650C97BF5E6 = 1149
33988 : E05FF13CE61F835F = 1107
33996 : C97BF5E6E05FF1E6 = 1589
34004 : 1F3DE61F835FC9D5 = 993
34012 : D57AE618CB2FCB2F = 1089
34020 : CB2FC658577E2312 = 802
34028 : D106084E1AA91214 = 534
34036 : 2310F8D1C9D5D57A = 1257
34044 : E618CB2FCB2FCB2F = 1004
34052 : C658577E2312D106 = 767
34060 : 087E12142310FAD1 = 682
34068 : C9E5C52A70864623 = 1020
34076 : 3E3FA46778227086 = 792
34084 : 7EC1E1C9210040E5 = 1071
34092 : D1133600010018ED = 544
34100 : B03E07210058E5D1 = 804
34108 : 1301000377EDB0C9 = 756
34116 : 2A7886232278B611 = 642
34124 : 6786010900CD3C20 = 576
34132 : ED4B7B86CD282DCD = 1067
34140 : E32D3E30D7119086 = 892
34148 : 010900CD3C20ED4B = 619
34156 : 8486C5CD282DCDE3 = 1188
34164 : 2D3E20D7C170B120 = 884
34172 : 050BED4384861199 = 756
34180 : 86010500CD3C203A = 495
34188 : 83860100004FCD2B = 593
34196 : 2DCDE32D3A6C8611 = 839
34204 : 1E40F5D5215586CD = 1009
34212 : F984CDC184CDF984 = 1497
34220 : D11D1DF13D20EBC9 = 1037
34228 : 060ADD21C189DD7E = 947
34236 : 00FE06300AD51103 = 551
34244 : 00DD19D110F0C9DD = 1133
34252 : 360000DD7301DD72 = 726
34260 : 02C9DD21C189060A = 803
34268 : DD7E00FE06DCEC85 = 1196
34276 : 110300DD1910F1C9 = 724
34284 : C547043CDD770021 = 705
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34300 : DD5E01DD5602CD42 = 896
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34316 : C9F33A485C0F0F0F = 711
34324 : 08260008D3FEEE10 = 773
34332 : 082E00555CA7ED52 = 717
34340 : ED5211FE00197D94 = 888
34348 : 38013D673D20FD0B = 578
34356 : 78B120DFFBC90700 = 1011
34364 : 0201020102010006 = 15
34372 : 0000D87070202000 = 504
34380 : 06001B0E0E040400 = 69
34388 : 0007010101037FFF = 395
34396 : C3C00700000080F8 = 770
34404 : FE86060000FF1188 = 802
34412 : 0000000C503CD350 = 443
34420 : 144000531C0C52B3 = 468
34428 : 014528011C321204 = 214
34436 : D800001600005343 = 388
34444 : 4F52453D16000C42 = 391
34452 : 4F4E55533A160016 = 427
34460 : 4C3D040005000100 = 147
34468 : 0302000A0008000C = 35
34476 : 000400FF05050504 = 278
```





```
34484 : 0C08080C0C0A0203 = 67
34492 : 01010505FF040405 = 280
34500 : 050504040405050C = 44
34508 : 0CFF010104040404 = 285
34516 : 08040408FF050405 = 293
34524 : 040405040C0C0404 = 49
34532 : FF21F18611005801 = 769
34540 : 2001EDB0C9EEEEEE = 1361
34548 : EEEEEEEEEEEEEEEE = 1904
34556 : EEEEEEEEEEEEEEEE = 1904
34564 : EEEEEEEEEEEEEEEE = 1904
34572 : EEEEEEEEEEEEF5F5 = 1918
34580 : F5F5F5F5F5F5F5F5 = 1960
34588 : F5F5F5F5F5F5F5F5 = 1960
34596 : F5F5F5F5F5F5F5F5 = 1960
34604 : F5F5F5F5EEEEF557 = 1788
34612 : 5757F5575757F557 = 1012
34620 : F557F5575757F557 = 1170
34628 : 57F5F5575757F557 = 1170
34636 : 5757F5F5EEEEF5F5 = 1630
34644 : 57F5F557F557F557 = 1328
34652 : F557F557F557F557 = 1328
34660 : F557F557F557F557 = 1328
34668 : F5F5F5F5EEEEF5F5 = 1946
34676 : 57F5F557F557F557 = 1328
34684 : F557F5575757F557 = 1170
34692 : F557F5575757F557 = 1170
34700 : 5757F5F5EEEEF5F5 = 1630
34708 : 57F5F557F557F557 = 1328
34716 : 5757F557F557F557 = 1170
34724 : F557F557F557F5F5 = 1486
34732 : F557F5F5EEEEF557 = 1630
34740 : 5757F557F557F5F5 = 1328
34748 : 57F5F557F557F557 = 1328
34756 : 5757F557F557F557 = 1170
34764 : 5757F5F5EEEEF5F5 = 1630
34772 : F5F5F5F5F5F5F5F5 = 1960
34780 : F5F5F5F5F5F5F5F5 = 1960
34788 : F5F5F5F5F5F5F5F5 = 1960
```

```
34796 : F5F5F5F5EEEEEEEE = 1932
34804 : EEEEEEEEEEEEEEEE = 1904
34812 : EEEEEEEEEEEEEEEE = 1904
34820 : EEEEEEEEEEEEEEEE = 1904
34828 : EEEEEEEEEE040010 = 1210
34836 : 181F1F3935350400 = 253
34844 : 040CFCFCCED6D604 = 1158
34852 : 313F391C37633030 = 447
34860 : 04C6FE4E1CF6E306 = 1041
34868 : 0604001018 1F1F39 = 169
34876 : 35350400040CFCFC = 630
34884 : CED6D604313F391C = 835
34892 : 3763303004C6FE4E = 784
34900 : 1CF6E30606050000 = 518
34908 : 43EFBFBD19190500 = 741
34916 : 00F29E2C6C0CFE05 = 823
34924 : 18180C0E8FDF7030 = 600
34932 : 05C3BBA68CF8F000 = 1181
34940 : 0005000043EFBFB9 = 687
34948 : 3331050000FA8E2E = 543
34956 : 6808FC05301918CE = 672
34964 : CFFF703005829BC3 = 1107
34972 : FCF8F00000030060 = 839
34980 : FF732C26307F0300 = 630
34988 : 00C2F7BF8DC8A803 = 1144
34996 : C3D96D711F0F0000 = 680
35004 : 0308C8103071FB1E = 669
35012 : 0E0300004F793436 = 323
35020 : 307F030000C2F7FD = 872
35028 : BD989803C3DD6531 = 1062
35036 : 1F0F000003181830 = 145
35044 : 70F1FB0E0C030281 = 764
35052 : 484C0F1F19150300 = 243
35060 : 200818F8FCCDD403 = 984
35068 : 119F1C0F17A01008 = 426
35076 : 03C4FC1FF8F40204 = 980
35084 : 4804000010080C8F = 255
35092 : 0915040000421030 = 164
35100 : F8CAD804119F4C0F = 937
35108 : 1120180104C8F918 = 551
35116 : F894081200050020 = 459
35124 : 000000040F090500 = 33
35132 : 8100000020F09005 = 550
35140 : 090F8C0709084080 = 380
35148 : 05D0F072E0A00010 = 967
35156 : 8106000000000400 = 139
35164 : 0305060000000000 = 14
35172 : 04C0A00607031603 = 397
35180 : 2001000006E0C060 = 551
35188 : C000040000070000 = 203
35196 : 0000000000000700 = 7
35204 : 0000000000000007 = 7
35212 : 0000000000000000 = 0
35220 : 0700000000000000 = 7
35228 : 0007000000000000 = 7
35236 : 0000070000000000 = 7
35244 : 0000000700000000 = 7
35252 : 0000000007000000 = 7
35260 : 0000000000000000 = 0
```

PROGRAM POWER

Look here, I've written the most amay-zing program, and I thought I'd share my blinding brilliance with my fellow YS readers. You may think that this is remarkably public spirited of me. Hah! The catch is that I happen to know you pay handsomly for this sort of thing, so getcha chequebook aht!

My name is ....

and I live at ....

....

....***Postcode*** ....

My phone number is ....

The title of my program is..

and it's a ....

I wrote it in (Basic or Machine Code)..

And just to prove I can write, here's my

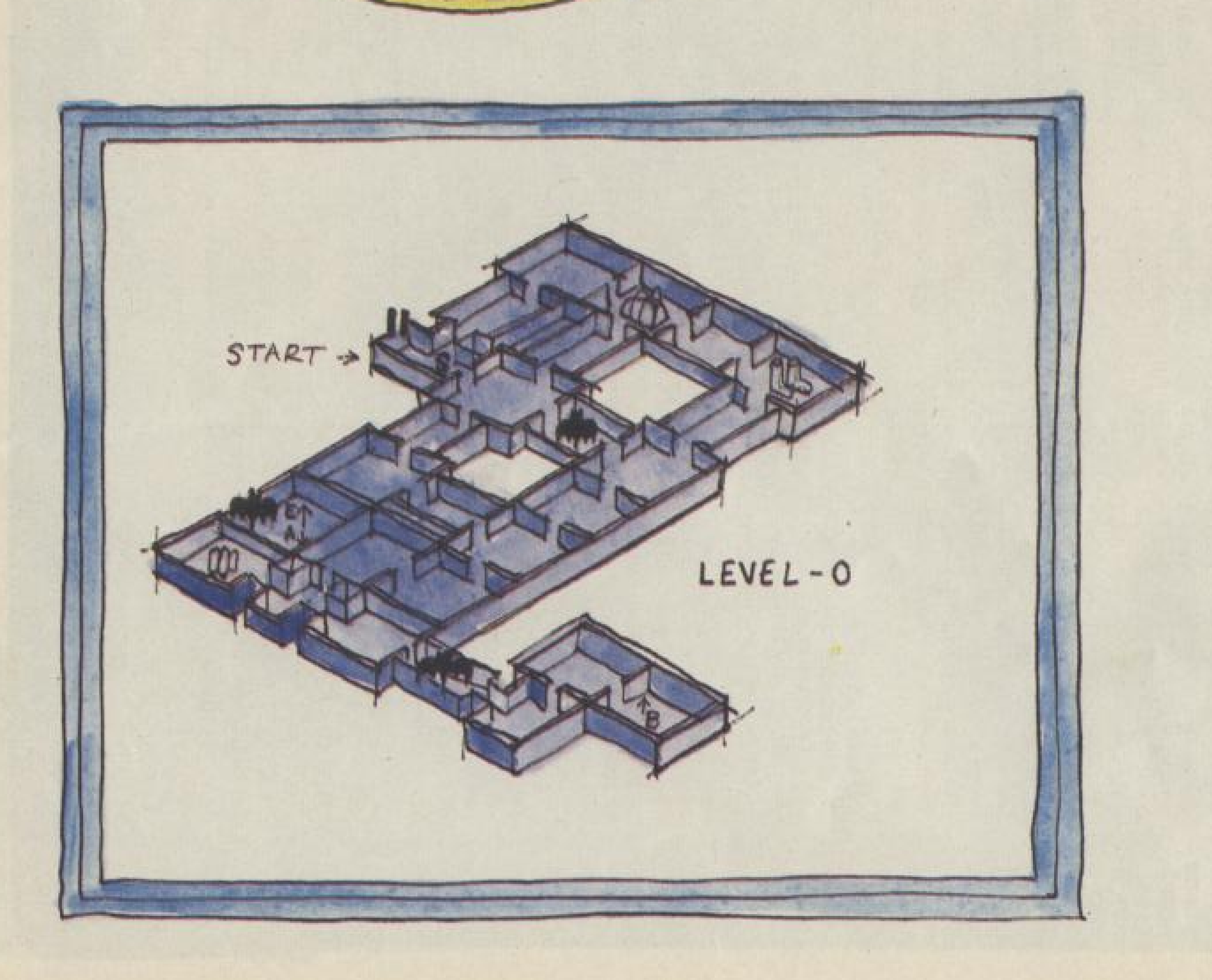
signature..

EXTRA POWERS
SPEED
INVINCIBILITY
DOUBLE JUMP
EXTRA LIFE
1 - PIECES OF BAT CRAFT
X - CRAFT ASSEMBLY POINT
- SATCHEL
- BOOTS
- JET PACK
- BAT BELT
S - START
II - BAT POLES

LEVEL-2

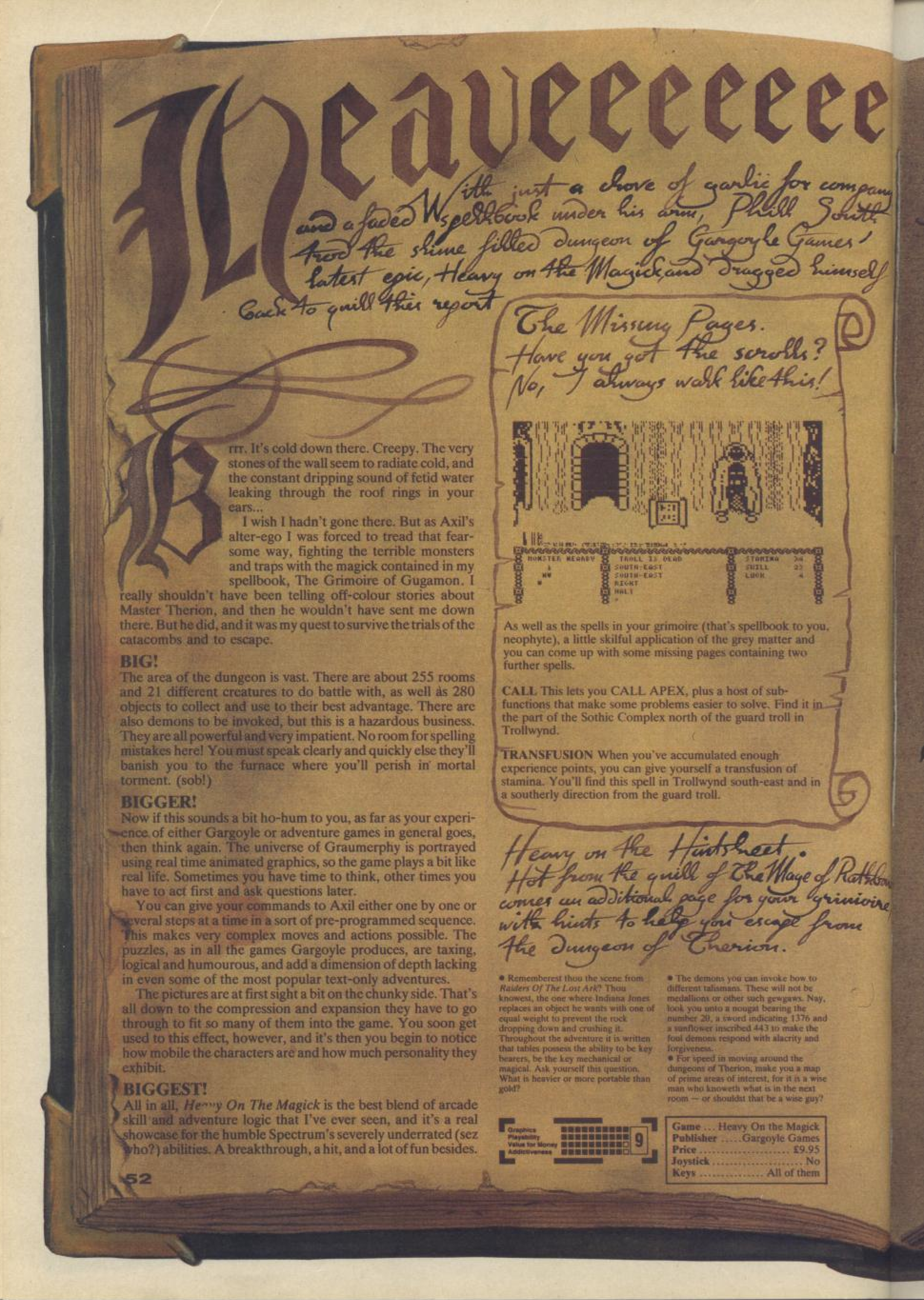
LEVEL-4

POW!



YOUR SINCLAIR

ocean



Heaveeeeeeee

With just a clove of garlic for company and a faded spellbook under his arm, Phill South trod the slime filled dungeon of Gargoyle Games' latest epic, Heavy on the Magick, and dragged himself back to quill this report

Brrr. It's cold down there. Creepy. The very stones of the wall seem to radiate cold, and the constant dripping sound of fetid water leaking through the roof rings in your ears...

I wish I hadn't gone there. But as Axil's alter-ego I was forced to tread that fearsome way, fighting the terrible monsters and traps with the magick contained in my spellbook, The Grimoire of Gugamon. I really shouldn't have been telling off-colour stories about Master Therion, and then he wouldn't have sent me down there. But he did, and it was my quest to survive the trials of the catacombs and to escape.

BIG!

The area of the dungeon is vast. There are about 255 rooms and 21 different creatures to do battle with, as well as 280 objects to collect and use to their best advantage. There are also demons to be invoked, but this is a hazardous business. They are all powerful and very impatient. No room for spelling mistakes here! You must speak clearly and quickly else they'll banish you to the furnace where you'll perish in mortal torment. (sob!)

BIGGER!

Now if this sounds a bit ho-hum to you, as far as your experience of either Gargoyle or adventure games in general goes, then think again. The universe of Graumerphy is portrayed using real time animated graphics, so the game plays a bit like real life. Sometimes you have time to think, other times you have to act first and ask questions later.

You can give your commands to Axil either one by one or several steps at a time in a sort of pre-programmed sequence. This makes very complex moves and actions possible. The puzzles, as in all the games Gargoyle produces, are taxing, logical and humourous, and add a dimension of depth lacking in even some of the most popular text-only adventures.

The pictures are at first sight a bit on the chunky side. That's all down to the compression and expansion they have to go through to fit so many of them into the game. You soon get used to this effect, however, and it's then you begin to notice how mobile the characters are and how much personality they exhibit.

BIGGEST!

All in all, *Heavy On The Magick* is the best blend of arcade skill and adventure logic that I've ever seen, and it's a real showcase for the humble Spectrum's severely underrated (sez who?) abilities. A breakthrough, a hit, and a lot of fun besides.

The Missing Pages.

Have you got the scrolls? No, I always walk like this!

As well as the spells in your grimoire (that's spellbook to you, neophyte), a little skilful application of the grey matter and you can come up with some missing pages containing two further spells.

CALL This lets you CALL APEX, plus a host of sub-functions that make some problems easier to solve. Find it in the part of the Sothic Complex north of the guard troll in Trollwynd.

TRANSFUSION When you've accumulated enough experience points, you can give yourself a transfusion of stamina. You'll find this spell in Trollwynd south-east and in a southerly direction from the guard troll.

Heavy on the Hintsheet.

Hot from the quill of The Mage of Ratsbane comes an additional page for your grimoire with hints to help you escape from the dungeon of Therion.

- Rememberest thou the scene from *Raiders Of The Lost Ark*? Thou knowest, the one where Indiana Jones replaces an object he wants with one of equal weight to prevent the rock dropping down and crushing it. Throughout the adventure it is written that tables possess the ability to be key bearers, be the key mechanical or magical. Ask yourself this question. What is heavier or more portable than gold?
- The demons you can invoke bow to different talismans. These will not be medallions or other such gewgaws. Nay, look you unto a nougat bearing the number 20, a sword indicating 1376 and a sunflower inscribed 443 to make the foul demons respond with alacrity and forgiveness.
- For speed in moving around the dungeons of Therion, make you a map of prime areas of interest, for it is a wise man who knoweth what is in the next room — or shouldst that be a wise guy?

Graphics
Playability
Value for Money
Addictiveness
9

Game	Heavy On the Magick
Publisher	Gargoyle Games
Price	£9.95
Joystick	No
Keys	All of them

Into the Slime

While I was trudging around this noisome place on your behalf (when did you do the same for me eh?) I paused to wipe the muck off my lens to take a few piccies. Worse than this, when you go down there, you'll have these pictures to help you. (Tsk! Typical)

If in doubt, ask Apex, your flexible friend. He's a real Ogre but he's still your helper on your quest. And as he knows most of what goes on around the dungeon, he's always the first person you should turn to with a question. Talk to Apex about things not directly related to the game and you'll see how bright he is. "APEX, AXIL", "APEX, DOOR", "APEX, APEX" even — he has something to say about most things.

The performances from much of the furniture in the game is pretty wooden — it just sits there being empty and decorative like good furniture should. But some of the tables are designed to accept one of the many keys you'll find, although which particular key is up to you... and one of the demons! When asked about these tables, Apex says "Table attacks". Interesting.

Some doors are exits through which you cannot pass until the end of the game, and some are doors into other sections of the dungeon. But take care. Some doors are one way only so it's annoying to find yourself back in familiar territory after you've explored a new part of the cave system. There's only one thing for it — you have to do it all over again to get back there.

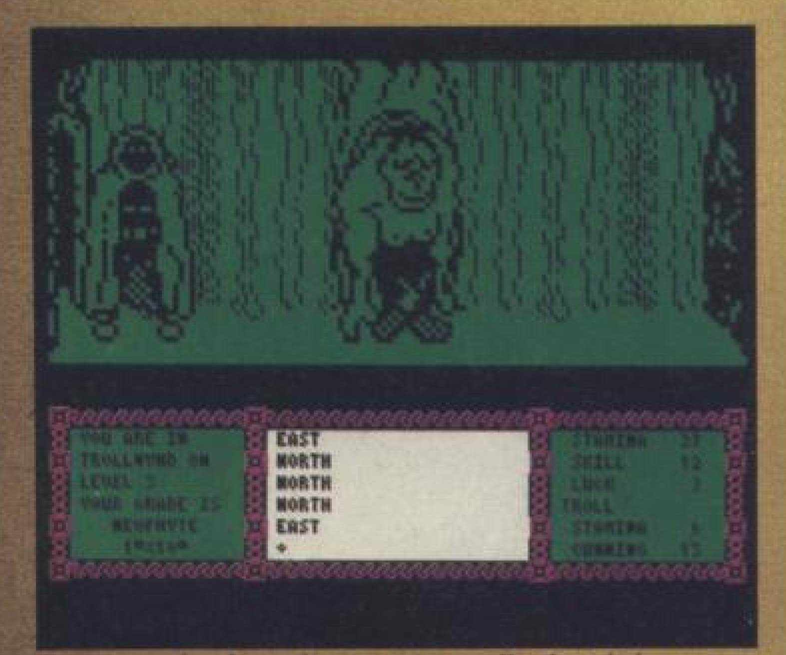
Your stamina is a rating of your general fitness and strength both physical and magical. Conserve this at all costs, for conflict with monsters and traps will deplete it. Loaves of bread should be eaten whenever you find them, ditto rock cakes. Transfusion spells only work if you have enough experience points, so keep solving those puzzles and killing monsters to build this up.

All is not what it seems. If you're in any doubt what an object really is try EXAMINE OBJECT. You can then refer to it by name. The demon Belezbar, and indeed trusty Apex, will be able to tell you more information about objects, but remember to drop them from your pouch first.

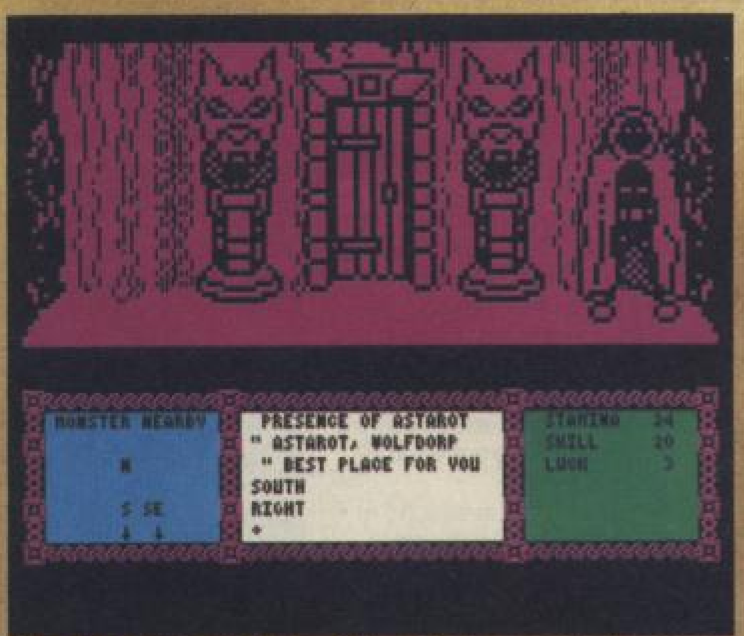
● It's not just Apex you can talk to. If you get time before they attack you, you can talk to all the denizens of the dungeon. Strike up a conversation with the creatures before you blast them, and they might have some information for you. You can talk to objects as well. Try the fire in the Sothic Complex, or the Fountain in the Rook of Hydra.



There are two major breakthrough points in the game that you should know about — Trollwynd and the Sothic Complex. Good luck (You'll need it)



To get your hands on the two extra scrolls, the missing pages from your Grimoire, you need to get past this troll, guarding the west, north, south-east junction in Trollwynd. The quickest way to dispose of the long armed gink, is to go EAST, BLAST TROLL, BLAST TROLL, BLAST TROLL. Yup, three ought to do it — he's not that strong! You're now free to use this passageway between Trollwynd and the rest of the Sothic Complex.

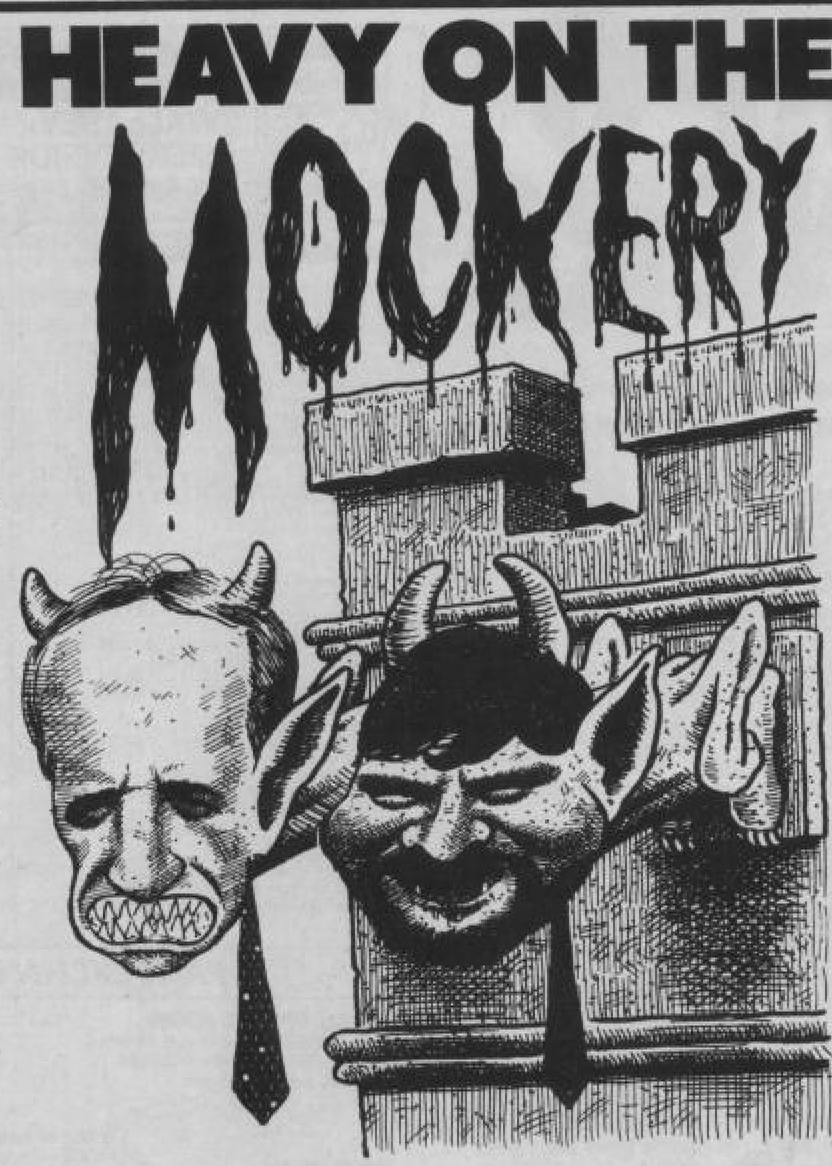


To get to the sword (Astarot likes flaming swords, the flaming idiot!) you need to go to Wolfdorp. Now you can get Astarot to transport you there, but if you don't want to take the risk, wait until Apex joins you at the gate. Say "APEX, DOOR" and he'll reply "WHO GUARDS KNOWS". Ask "GUARDS, DOOR" and they say "CRY AND ENTER". Cry WOLF? Yep! Watch out for the stalagmites in Wolfdorp. It's a full moon in there!

Nick Davies

There has to be something devilish about the men who could come up with a game as fiendish as *Heavy On The Magick*. Devilishly clever at any rate. To find out we told *YS*'s roving reporter, *Phil South*, to go to hell. Fortunately, he just took the train to Dudley where he met the men to whom hex means rather more than just code — Gargoyle's Greg Follis and Royston Carter.

HEAVY ON THE MOCKERY



YS SPEAKEASY

How long's Gargoyle been going — and why Gargoyle?
Greg: We've been in existence for about two and a half years. Roy and I have been computing now for about 17 years... We were in a research installation doing commerical software production. Which was fine, but we were never going to be rich. We thought we'd try something else. So far this hasn't worked... because we're still not rich. But I could say we're happier...
Roy: It'd be a lie...
Greg: ...but I could say it. The reason we're called Gargoyle is because, believe it or not, we were going to write for the Dragon. And there's a French version of the Dragon called La Gargoyle. Then we decided not to write for the Dragon, but we were stuck with the name by then.
It's always been our intention to write business... And then it's all off to Rio and damn the computer business, I think! You, me, and Ronnie Biggs.
So which of you is into Aleister Crowley?
Greg: I've been known to be. That's me, from a long while back. When I was eighteen or nineteen... about three years ago... (cough) ...sorr-ree... About nineteen years ago, in fact, and on and off since then. I was a member of something called the Birmingham Occult Society, can you believe that? All these people dressed like Benny in Crossroads doing invocations... "ooo, Astarott!" (chortle).
Roy: It was twenty-one years ago you were eighteen.
Greg: Look, it doesn't matter! (Ahem) Stop splitting hairs... not that you can. (*Indicates Roy's expanding forehead area.*) Hmm, yes, the occult and all things associated with that, Cabalah, Tarot... I always wanted to be really evil, but I haven't graduated as yet. I'm just a little bit evil.
So how do you go about squeezing 255 rooms into a Spectrum?
Greg: What we actually do is we lie. There are only 48 rooms with locked doors at the end that you can't get past. No, seriously... actually, that's not a bad thought. We always compress everything as much as we can.
There's a strong sense of individual style running through your games; an identity. How did it evolve?
Greg: There will be a certain amount of similarity because it's us doing it. It's like if Mark Knopfler writes three albums you're going to know they're all by Dire Straits. As it is, all our games look like Dire Straits... that's not right is it? Sorry, lost me thread there.
So who draws the pictures then?
Roy: I program, and he does the pictures. Having seen me draw the pictures we decided that Greg had better do them.
Greg: He thought ducks had big ears.
Roy: Only pictures of ducks, I knew real ducks hadn't. It's called artistic expression.
Greg: Well, that's fair enough. With our big figures we can actually do quite a lot, now. So we'll use that approach in some other arcade type games. An arcade game controlling a figure of that size should be quite something.
You're going into arcade games?
Greg: Yes, we're going to produce a new label devoted to arcade games. And they'll be somewhere around the £7.95 mark. Which obviously won't work 'cos all the budget games will be out then, selling for around 22p a copy..
Roy: ...with money back on the cassette.
So you've got some really brilliant ideas?
Greg: We've got some ideas which we don't think have ever been done in arcade games...
Roy: ...which we won't talk about...
Greg: ...which we won't talk about... 'cos we don't want to bring this out till September and somebody might nick'em.
Roy: We'd certainly nick anybody else's idea.
Greg: The name of the new label...
Roy: ...once again...
Greg: ...we won't tell you that either. But it'll be something really flash like "Good Software", or "Fab Software".
Roy: We wanted to call it Imagine, but somebody said that it'd already been done.
Greg: Yeah, John Lennon did it.
Who did the music in *Heavy On The Magick?*
Greg: It was actually done by people called Mark Time, who did the music for *Fairlight*. We had a chat with them, described what the game was about, then they went away and wrote a piece of music — they now do it on a 128! One of the lads we've just hired, incidentally, has a grade eight in music, which is quite good, apparently. He's also got a certificate for dog handling...
Roy: Can't think of any way we can apply that.
Greg: No... er, *Barbara Woodhouse's Dogs* game?
Roy: *One Man And His Dog — The Game?*
Greg: *One Man And His Dog!* With a foreword by Phil Drabble. Hey, now we're talking aren't we? *The Archers, Jack Charlton's Fishing* and *One Man And His Dog*. Great.
Roy: Actually, half the problem with the industry at the moment, is the people who're out for a quick buck rather than trying to...
Greg: What? A quick...?
Roy: A quick buck.
Greg: Ah!
Roy: Hmmm. Rather than trying to write stuff that's good. They see an idea and think they'll have a quick go at it, and discard it if it fails.
So, how do you picture your average Gargoyle Games player?
Greg: He probably thinks Ben Elton's really great. Favourite program's gotta be Saturday Live. Probably kids himself he can really hear the Snap, Crackle, Pop in Rice Krispies.
Roy: You can, can't you?
Greg: Wears striped shirts, that kind of thing. Definitely aimed at the YDM, the Young Downwardly Mobile population. About 14 and over.
Roy: We get calls from sort of 60 years of age downwards...
Greg: Yeah, I wish they'd stop ringing us up, those 60 year olds clogging the line up... "Ello dear, 'ow d'ya turn it on?"
So, you get people who always buy your games, sort of Gargoyle fans?
Greg: That's definitely the case, yes. We get thous... hundr... er... we got four letters. All from my mum, I think. No, we do get people on the phone who are Gargoyle fans, and who'll buy any Gargoyle game that comes out. And I don't blame them! Good games!
What do you think Gargoyle means to people?
Greg: Gargoyle? Er, I think it means... Greg And Roys Games Offer You Limitless Enjoyment.
Roy: Hey, that's not bad, on the spur of the moment.
Greg: No, it wasn't was it? It's wacky, isn't it?
Roy: What do you think Gargoyle means?
Just a minute, I'm interviewing you! I think it's the fact that all your games have a sense of humour.
Greg: Tsk! I dunno, you try and make a serious statement about life! Yes! I would say there's an element of humour in there that sneaks through. That's why we failed as monks, 'cos we couldn't take it seriously. Although Royston did get further than I did because he's already got the hairstyle.
Roy: The undertaking business was a bit of a failure as well.
Greg: I actually had a hearse! Terrific thing, it was, did all of about eight miles an hour. I'd get people walking past me as I was driving. 'Course he never told me that, the guy who sold it me. It still had the rails in it, and some flower petals...
Roy: And a corpse.
Greg: Yeah, we ditched him at a service station. We put him in one of the Forte restaurants, and nobody noticed. All the rest of the people looked like that! Smut was the other thing we wanted to put in our games. But we didn't think it'd go down too well. P'raps we should do it. Depends on Smiths really. No, only kidding.
Have any of you ever been trainspotters?
Greg: That's one of those questions you're not prepared for. My leg was a trainspotter once.
Roy: I think I may have been a trainspotter once, but I never could figure out why. I had an anorak once!
Greg: Yeah, but he couldn't get it off. He's claustrophobic. If ever I want a good laff I walk round behind him and put me hands over his eyes... (sounds of chuckling off into the distance)

***Footnote**: For those of you who are wondering who Aleister Crowley was, let me explain. Ahem! Mr Crowley was a noted occult expert, writer, part-time devil worshipper and morally dubious weirdo of the 1930's. He is singular amongst other such weirdos in that he holds a cult status amongst many people based on his writings on the occult and related matters. (Many thanks to Horace Pipebender of the Castle Rathbone Institute Of Occult Studies.)*

COMPO WINNERS

You rose to the challenge in your thousands — the Megagame Challenge in issue 2, that is. Now, ta daaah, here are the results!

Here's the Top Ten Table in order of the number of votes we received. *Elite* was the clear winner with *Way Of The Exploding Fist* and *Knightlore* coming second and third. If you take a butchers at the average scores for each game, you'll see that *Knightlore* came out tops though it was swamped by the sheer weight of numbers of the top two. Interesting though, that *Lords Of Midnight*, *Frankie Goes to Hollywood* and *The Fourth Protocol* also got high average scores, even though they ended up in seventh, ninth and tenth positions. Obviously this kind of game commands a very loyal following.

GAME	Number of votes	Average scores
Elite	25111	94.76
Way Of The Exploding Fist	20901	95.44
Knightlore	11751	96.32
Fairlight	7967	94.86
Highway Encounter	7327	92.45
Jet Set Willy	6656	91.18
Lords Of Midnight	5041	95.11
Daley Thompson's Decathlon	5200	94.55
Frankie Goes To Hollywood	2771	95.55
The Fourth Protocol	1618	95.18

We had a rummage — and then we looked in the bag of Elite entries and pulled out the name of the lucky winner. Calm down... It was... umm... okay then we'll tell you. It was Ian Burdekin of 213 Fartown, Pudsey, Leeds LS28 8NH. Lucky ol' Ian wins the top three games from the YS Hit List for the next year. The ten runners-up who'll each win an exclusive YS designer T-shirt are Maxwell Robinson, M Jordan, Brian McCool, R Stevens, M Sunderland, James Slater, Edward Christie, Wayne Keegan, Max Davidson and Richard Powell. Well, they will just as soon as the rest of you get round to designing it!

Kung Fu Fighting Compo

Ah so! Lucky people winning Kung Fu suit or copy of a Durell game are:

Winners: Paul Mowat of Chelmsford, Essex; Robert Hawley of Intake, Sheffield; Gary Flint of Scawsby, Doncaster.
Runners up: Paul Player of Saffron Walden, Essex; Ross McLaren of Aberfeldy, Perthshire; Jorgen Jacobsen of Glostrup, Denmark; Ross Buchan of Fraserburgh, Scotland; Thomas Powell of Herne Hill, London; Carl Perkins of Willesden, London; Colm McGrath of Beaumont, Dublin; Barbara Johnson of Brentwood, Essex; D Holmes of Newcastle; Mike Inglis of Gabalfa, Cardiff; Andrew Green of Ellesmere Port; Gary Palmer of Gravesend, Kent; Paul Burch of Alexandria, Dunbartonshire; Gerry Lovell of Weston super Mare; Wayne McKenna of Sale; Cheshire; Stephen Nolan of Liverpool; Antony Desert of Garston, Herts; Neil McDonald of Portlethen, Aberdeen; Matthew Golsby of Solihull, W Midlands; Alan Hunter of Skelmersdale, Lancs; Mika Leppanen of Joensun, Finland; Matthew Dunsford of Wandsworth, London; Michael Earle of Sudbury, Suffolk; Andrew Gaskell of Oldham, Lancs; Robin Law of Coventry; James Pumfrey of Portslade, Sussex; Andrew Woollock of Lincoln, Lincs; John O'Hara of Tywyn, Gwynedd; Jim Cumper of Woking, Surrey; Martin Curry of Kingswood, Bristol.

Mikie Compo

Love means ... a slap-up meal for two for the winner of our slushy, romantic compo. Copies of Mikie go to the 30 runners-up.

Winner: J F Masters of Eccles, Manchester.
Runners up: Paul Fulcher of Thetford, Norfolk; Toby Wells of Stourbridge, W Midlands; Ian Simpson of Wigan; F Maitland Dougall of Crieff, Perthshire; Carl Creed of Leiston, Suffolk; M E Blaver of Colchester, Essex; John Tabraham of Prescot, Merseyside; Jake Kelley of Bracknell, Berkshire; Andrew Lloyd of Holmfirth Huddersfield; Chris Palmer of Kings Heath, Birmingham; Kenny Jarman of Biggleswade, Bedfordshire; Andrew Watterson of Oldham, Lancs; Glyn Jones of Ardrishaig, Argyll; Mark Allen of Hartlepool, Cleveland; M J Gillin of Merton Park, London; Peter Savage of Milton Keynes; Simon Moore of Great Yarmouth, Norfolk; Kenneth Dryburgh of Kirkcaldy, Fife; P Serbert of Harrogate, N Yorks; Yuk Wai Butt of Kettering, Northants; Ian Lathwell of Greenford, Middlesex; Peter Shields of Middleton, Manchester; Matthew Brimelow of Pullingeild, Cheshire; D Moss of Israel; Sara Hughes of Longlevens, Gloucester; M E Adams of Alwoodley, Leeds; Wagner Hide Ikeda of Brazil; Colin Reddy of Cleethorpes, S Humberside; Stuart White of Motherwell, Scotland; Duncan Parsons of Tunbridge Wells, Kent.

WALLY

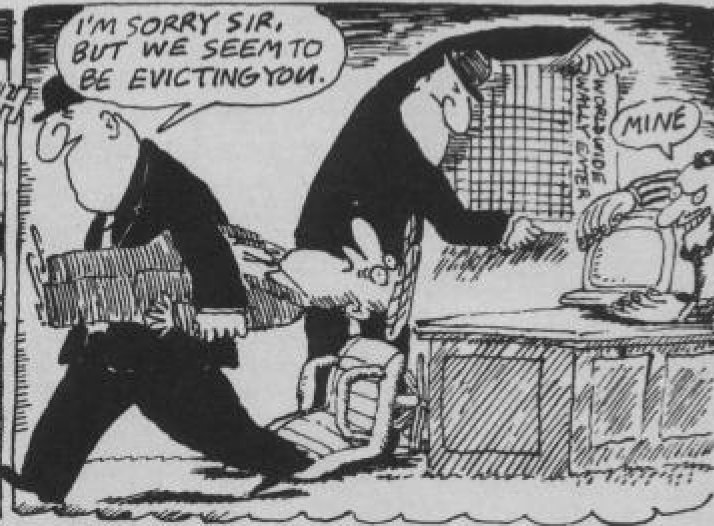
~~WEEKLY~~ ~~WEEKLY~~ MONTHLY

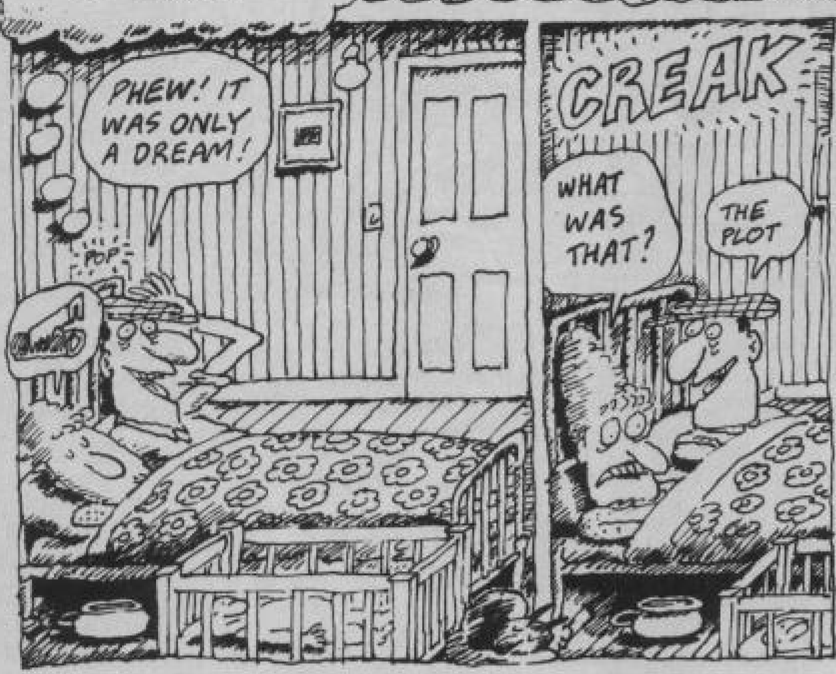


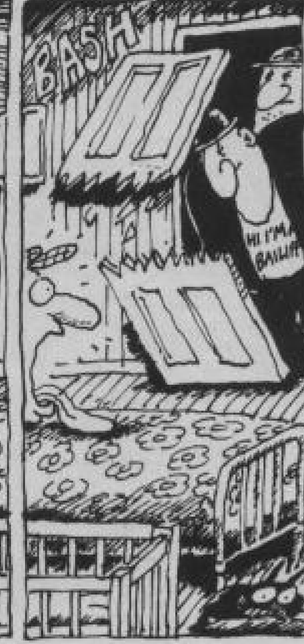
A RIGHT BUNCH OF WALLIES © MICRO GEN WORDS: HANK JANSON, PICS: C. PEATTIE









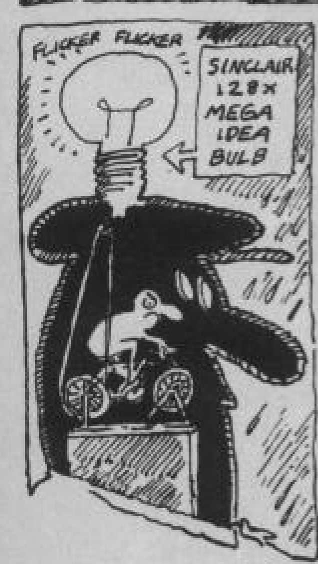










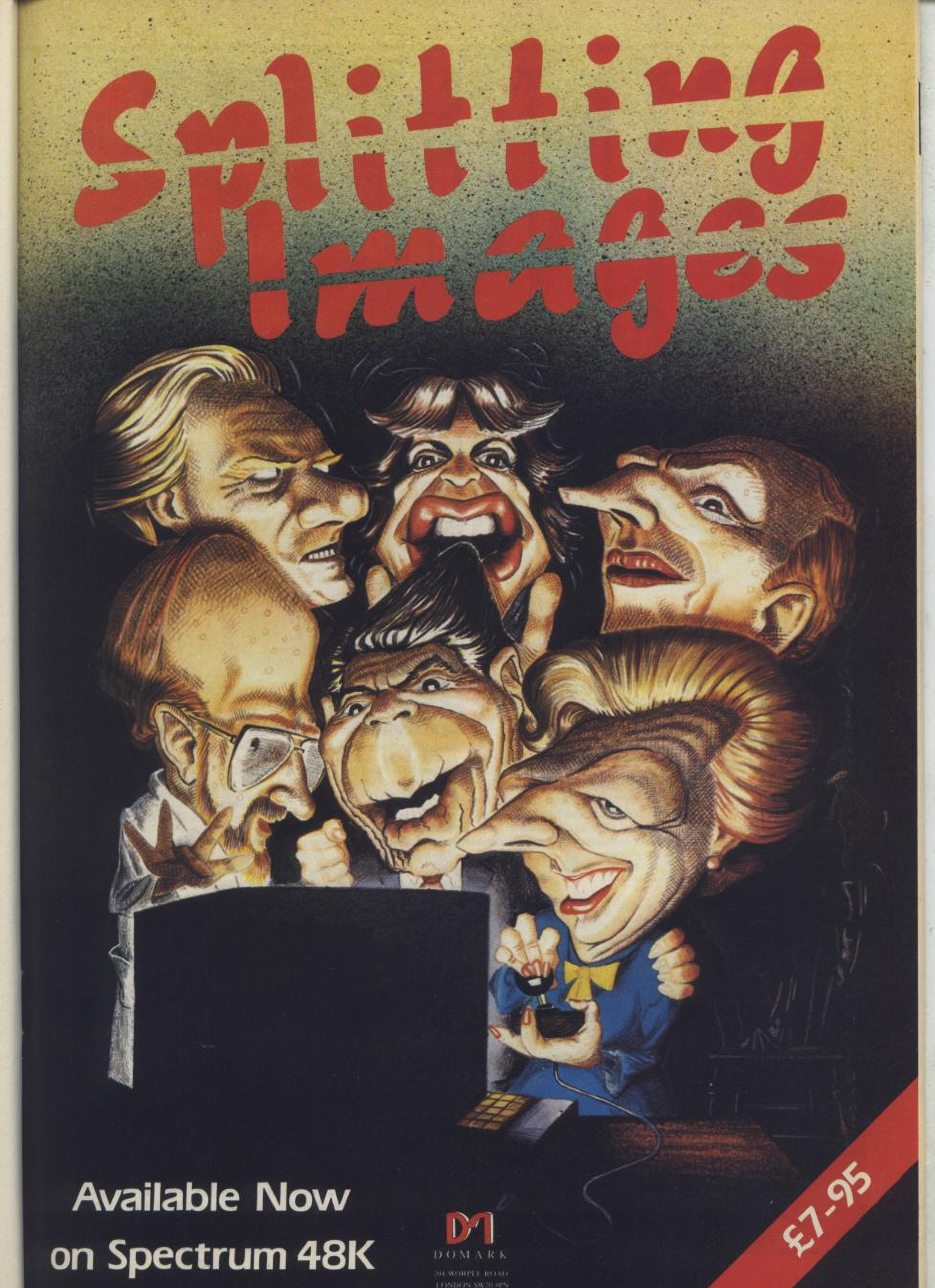




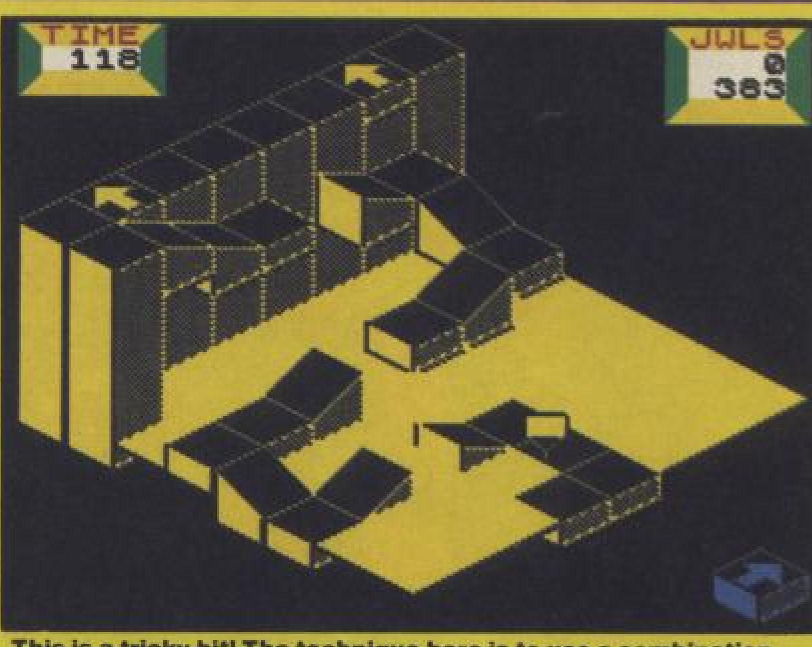




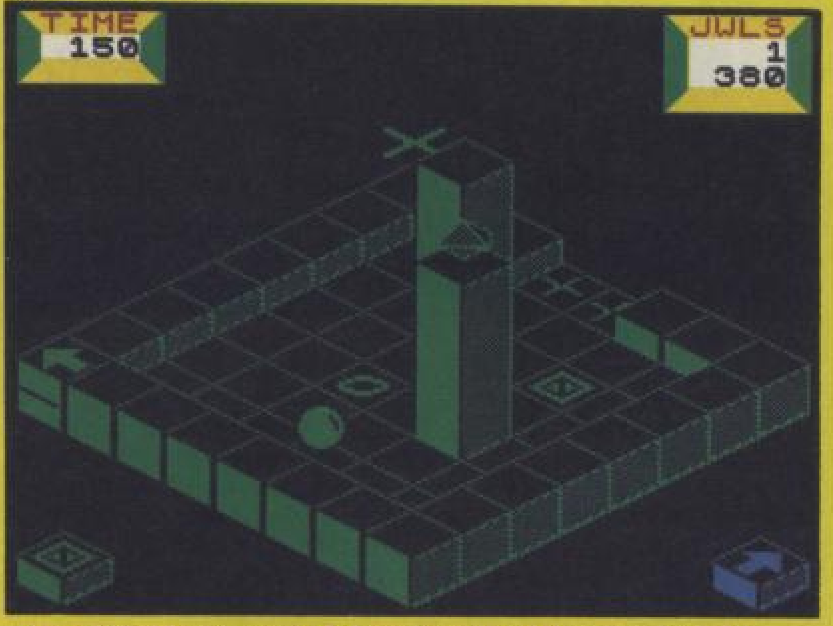

EXACTLY!... ER..... LET'S TRY THEM...
FIRST WE'LL TRY TOM...
PING DONG
KERANG
YER MATE COURSE YOU CAN STAY HERE
WHAT?
PARDON?
MAYBE WE SHOULD TRY HARRY...
PING
NEXT FRAME
YEAH LIKE SURE YOU CAN CRASH HERE WALLY MAN
....LIKE ER.. WHO DOESN'T MAN?
BY ECK
LOVE AND PEACE
HEY MAN.... AREN'T YOU JAMES DEAN MAN?
I NEEDED SOMEWHERE TO CRASH MAN...
WELL, THERE'S ALWAYS DICK...
LET'S FIND SOMEWHERE TO STAY FIRST.
RAP RAP
ALRIGHT YOU CAN STAY HERE... BUT IT MIGHT BE A BIT SQUASHED...
GLISTEN GLISTEN
TICK TICK TICK TICK TICK TICK TICK TICK TICK TICK TICK
TOOT
AND I'LL BE BACK WITH A NEW JOB...
YOU BETTER
DHSS COME ON DOWN!
E=Mc²
NEXT!
JOBCE
ANY QUALIFICATIONS?
ABSOLUTELY NONE
GREAT! GO TO "YOUR SINCLAIR"
FACELESS BEUROCRAT
OUTRAGEOUS SATYRE
OKAY MR WEAK... WHAT WE NEED HERE IS YOUR BASIC CARTOON CHARACTER FOR A COMIC STRIP. THERE'S THE USUAL NINETY NINE YEAR CONTRACT* ... NO PAY... AND NOTHING A WEEK... OH YEAH... YOU DO GET A HOUSE...
DONE!
SHORT PLANKS
* (BEST JOKE SO FAR)
YOU HAVE BEEN MATEY.
NEXT!
WE'RE RIGHT BACK WHERE WE STARTED...
CREAK
WELL... I SAID WE'D GO UP IN THE WORLD.


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Available Now
on Spectrum 48K
DOMARK
£7-95

SPIN-DIZZY



This is a tricky bit! The technique here is to use a combination of the boost key, Fire, and your brake, Freeze. Boost yourself up the ramp on one side of the water, over the gap and down the ramp on the other side. When you reach level ground press the Freeze key, so that you stop dead instead of careening off the end at full gallop. Use the brake a lot on this screen and maintain control.



To get the gem at the top of the pillar in the foreground, you have to build a bridge across from the pillar next to the cross-shaped lift. First roll over the switch between the pillar and the doorway. This will insert the first section of platform. Next toggle the switch between the lift pillar and the nearside wall. This will add the final section. Then roll to the square under the lift and apply the brakes. From then on it's all downhill. (Aaaaaaaah! Splat!)

Electric Dreams/£9.95

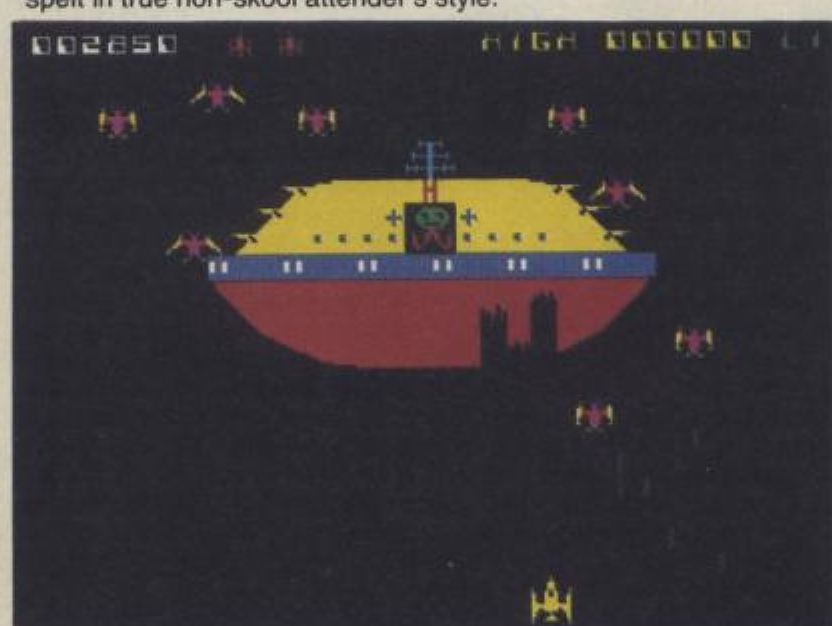
Phil Ah! Innit nice when you finally see a really good game, eh? Rekindles the old passion of the early days, dunnit? You remember, the thrill of loading up a new game, the wonder of a new world to explore, of maidens rescued and hi-scores attained... snort! Uh! Wurr... sorry, I was daydreaming there. What am I so fired up about? Why, *Spindizzy*, naturellement. This is the closest thing yet to *Marble Madness* (that old slot-op fave rave) on the small yet humble Speccy. You are a Reconnaissance Land-Mapping Device called Gerald, and you have been sent by the Corporation (grrr) to map a new dimension. Time is money, and you must whizz around the narrow platforms in search of power crystals to prolong your life so you can finish the mission.

This may sound like a supercharged pac-thing to you but once you see this game in action you'll change your mind so fast your eyebrows will

PHEENIX

Alternative Software/£1.99

Rick DH Lawrence lived before computer games and his symbol was the Phoenix. He didn't think people should go to school, so no doubt he would've approved of Alternative Software's *Pheenix*, spelt in true non-skool attender's style.

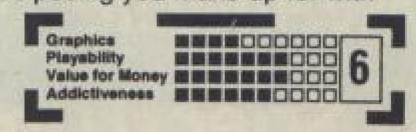


At £1.99 a flight I'd be chary to criticise this game as feather brained. Indeed it's all hot-blooded action in true Lawrentian style and after all at that price you'd normally be content for the thing to load.

The *Pheenix* concept goes back to the original *Space Invaders* — though the emphasis isn't so much astral aviation as aviaries. You're in control of a space ship that's beseiged by squadrons of feathered aliens, nay, positive gaggles of the things. Your aim is in true *Space Invader*'s style — blast as many as possible from the firmament.

The first screen is fairly simple — you can usually avoid the enemy as long as you don't get stuck in a corner. Get stuck and your five lives will start ticking off, no matter how famed the Phoenix may be at coming back from the dead. Things start hotting up on screen two 'cos you've got to zap the eggs before they hatch out into beastly birds that take great pleasure in dropping things on you from a great height. I'll be generous and assume that they're actually more eggs but it did inspire a sense of relief at the thought that cows can't fly. Screen three is blab the mothership time though it certainly ain't easy.

The five skill levels are based entirely on speed, and oh boy, I can assure you that level five really does motor. As punk is to Bryan Ferry, this is to all those nice laid back shoot 'em ups you've seen before. What you lose in namby pamby graphics, loony toons and pseudo *Star Wars* posing you make up for with 100 percent playability and a completely orgiastic surfeit of gratuitous destruction. Yup, ol' DH would've loved it.



catch fire with the friction. This isn't *a* new computer game, it is *the* computer game on the Spectrum. Which ain't bad considering how stiff the competition is these days. So why is this so good, and why is this guy so excited about it, hmm? Well hang on a minute and I'll tell you.

Firstly the 3D isometric viewpoint (corner view to you), standard in such games as *Fairlight* and the Ultimate type games, is the way you view the *Spindizzy* world. Not only that, but you can change the viewpoint any time you like with the touch of a key. Useful if you want to look around any bits of scenery that may be blocking your view. You can also change the form of Gerald from top, to gyroscope, and yes, to marble at the touch of another rubber keypad. (Mmm!) The speed and quality of the graphics are truly incredible, as is the realism of movement. Your Gerald has inertia, so when he starts moving it takes equal pressure in the opposite direction to stabilise him (I'm sure you've heard of Newton!) There's a sort of brake pedal too which stops you dead on any surface except ice or water — handy on those tight curves. There are interesting puzzles too, in the form of floor switches you must activate to start the lifts going between levels.

The biggest reason I can think of to recommend this game is the fact that it is *addictive*! I could barely drag myself away from it to write this review... in fact... yes, I can see the start screen from here... perhaps just one more go...

Graphics
Playability
Value for Money
Addictiveness
9

TREASURE HUNT

Macsen/£9.95

Rick Credit where it's due, Macsen certainly have a go. Its adaptation of *Countdown* proves it can produce a great game from a TV show provided, of course, the original lends itself to conversion. But what happened to the glorious footage of Britain's heritage or Anneka Rice's 'Rear of the Year' in the conversion of Channel 4's *Treasure Hunt*?

In truth *Treasure Hunt* is nearer to *The Round Britain Quiz* in its form as a text centred graphic adventure — a sort of *Hampstead* without the jokes. There are two versions of the game — London and its environs and British wide. The London game is the easiest having two layers of riddle difficulty, the other has three. It's also based on general knowledge whereas the British wide game requires the accompanying, severely edited, Blue Guide for gameplay.

The main screen informs you of where you've been (in case you didn't already know), what your next destination is and how much time you have left. Riddles as to the location of your next clue take up a large chunk of the screen. You have to type in the general area you think you should be in and if it's correct the computer'll give you a pat on the back and zoom you off to a more specific place — if you're correct you'll be given a new clue to solve. When you get stuck for an answer fly your helicopter in various directions and seek more clues.

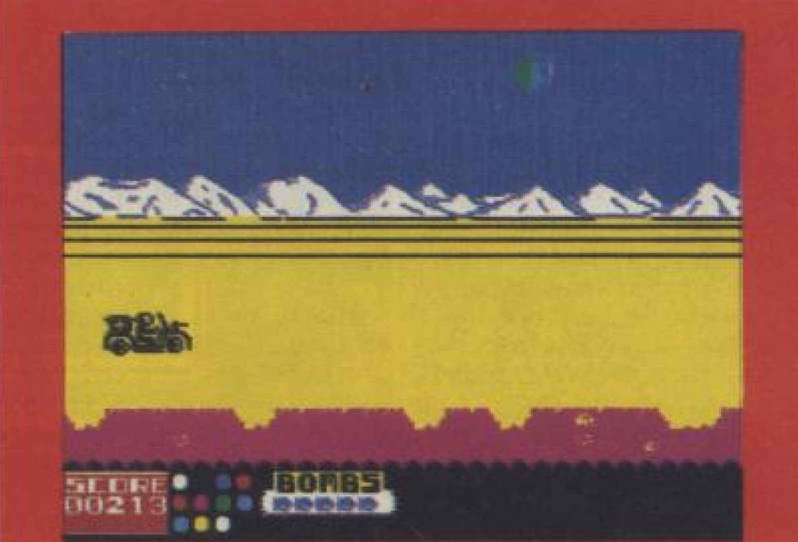


The second screen shows a simple map of the area you're in, your chopper and its bearing. In the TV Game it's all nail-biting tension but in the game it's boring. Equally frustrating, if you answer a clue immediately you still have to wait for the whirlybird to wheeze to its destination. Still it gives you a chance to make a cuppa.

Macsen has avoided the game's built-in obsolescence (what do you do when you've solved the hunt?) by including more than one game per tape. There's also three other game tapes that feature different areas of the Sceptred Isles — these can be ordered with the Blue Guide, which normally costs £8.95, so for £9.95 they're a snip. Provided, of course you're sold on the game originally. As it's worthy rather than wonderful, this may not be the case for the casual gamer with or without the Rice puds.



ASTROCADE



DDS/£4.50

Max Pick an old Queen from the history books, perform a little Quincy-style autopsy and you'll find the word 'Calais' engraved on her heart, much like it says 'Brighton' all the way through a stick of rock.

Likewise, take any unshaven, baggy-eyed *YS* reader with worn fingers and do the same thing (preferably after they're dead) and you'll find the words 'Stewart Green, *Alien*, Issue 2' written in BRIGHT 1; FLASH 1 on their delicate parts.

Not that Stewart's game was at all bad; it's just that it was only after you'd typed it all in that you noticed that *YS* had surgically removed some of the more useful bits. Enough to cause an instant autopsy on the spot.

Having justly become famous, Stewart is now back with his own 75p-a-game tape, including the complete, unabridged and much-updated version of *Alien*. You also get a *Simon* game, a *Moon-Rover* clone, a *City Bomber* (with the added extra of four backdrops, meteors and missiles), a demented version of *Zombie Island* and a weird D&D-ish adventure called *Caverns D'Or* (don't they drink that in Calais? I knew this joke was going places ....)

None of the games are exactly original but, with the possible exception of *Zombie* and *Caverns* (in which you jus' keep dying), they are all very playable. The graphics are adequate and the sound excellent. Shame some of the games use some types of joystick but not others, some are just keys and so on.

There's enough in *Astrocade* to make it better than many cheapies but not enough to come close to the best ones. If you fancy a notalgic bash (it's absolutely aaages since I've potted a good Zombie!) then rush £4.50 to DDS at 49 Beaumont Road, Halesowen, West Midlands. In the meantime, we'll strap this guy to the operating table and write 'New Ideas' all over his Hammond organ...

Graphics
Playability
Value for Money
Addictiveness
7

THE PLANETS

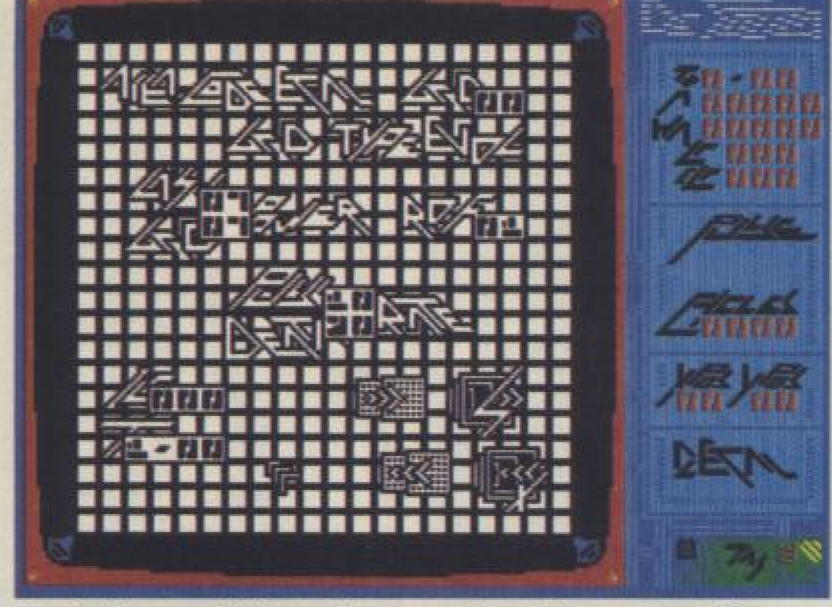
Martech/£9.95

Teresa Remember those really boring Physics lessons where you sneakily read a Science Fiction book under the desk instead of listening to Sir rant on about the Solar System? Well now you can catch up on all that lost knowledge and have a bit of fun into the bargain.

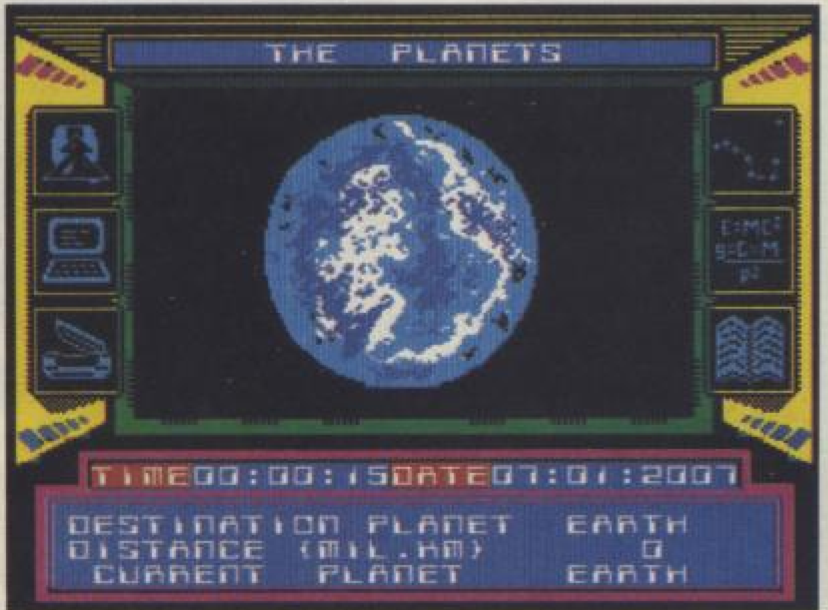
I previewed this game in *YS* and I reckon I know even less about it now than I did then. That's not to say it's not good — it's excellent. But it is very complicated and it'll take you some time just to figure out what you're supposed to do, let alone actually do it!

The Planets is a two tape program — there's over 125K in that there game! On the first tape there's the main game itself and *Weird*, a very peculiar arcade game that's designed to be as mind boggling as possible. On the second tape you'll find the data for each of the planets in the Solar System including information about each planet's physical properties, orbiting moons and so on.

You start off in search of eight capsules that provide clues to help you save the Earth from destruction. But in order to find them you must visit each planet in turn, search for the capsules, land and then work out how to open them by decoding their inscriptions.



Boy is this wee-ird! Move the arrow shaped icon over another arrow and you'll get an alien game to play. Quite frankly I didn't know what the hell was going on so I just held down Fire. It seemed to work as I passed five grids.



You'll need to land on Earth first and open the capsule to discover the information necessary for the long range map — and you can't go anywhere without that!

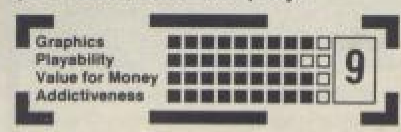
And by Jupiter it ain't easy! Landing poses a bit of a problem 'cos you have to take into account each planet's physical properties, such as gravity and atmospheric conditions and adjust the speed of your craft accordingly. If you touch down faster than 20m/s you're a gonner and you have to go through the whole process again.

Once you've discovered the secrets of one black metal box it's off into space to find another — that's if you've remembered to leave yourself enough fuel. Select the long range navigational chart and move the cursor to the planet of your choice and away you go. Now all you've got to contend with is the barrage of asteroids and meteor storms. All, I say!

If this wasn't enough you've also got to play the alien game, *Weird*, as solving it will provide you with clues to help you in the main game. It took me nearly an hour to work out I wasn't actually playing the game but changing the joystick control option!

It's a dead cinch to operate even on the keyboard as everything is icon driven. And as for the graphics — they're amazing. You get a satellite eye's view of the surface of each planet and all in glorious technicolour.

If you're looking for a great game that's both informative and fun to play, look no further. *The Planets* really does help you work, rest and play!



HOCUS FOCUS

Quicksilva/£8.95

Gwyn Here's a snappy little game on the popular photography theme — and what an oddity! At heart it's a platform game but the presentation cleverly disguises the fact — something in its favour 'cos if I see another *Jet Set Willy* clone somebody will be taking photos of me as they cart me off to the funny farm.

The plot concerns Jeremy, the YOP's punk trainee, who's with Doris from accounts in the darkroom (perhaps it's as well that we're never allowed into the lab to see the exposures involved!) when the Editor shouts 'Hold the Front Page!' Jeremy immediately drops Doris and grabs his Box Brownie to take on the assignment.

His task consists of investigating the subterranean chambers of the Potty Professor (chambers — potty? Suit yourself). There he has to photograph the Mad Doc's inventions that're hidden below Hyde Park (Hyde Park — hidden? Well, if you don't appreciate wit, I won't waste my time), in jars, chests and what look like 1950s TV sets!

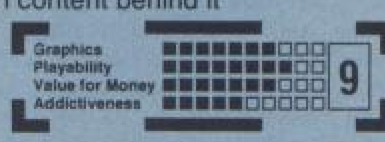
Camera ready, Jeremy wanders off only to find the vaults are a shocking place (vaults — shocking! Surely you got that one!). Once he locates a hiding place you move to icon control and select Look. You'll then see if there's some hot photo in the pot. If so, you can go to the camera option and it's over in a flash.

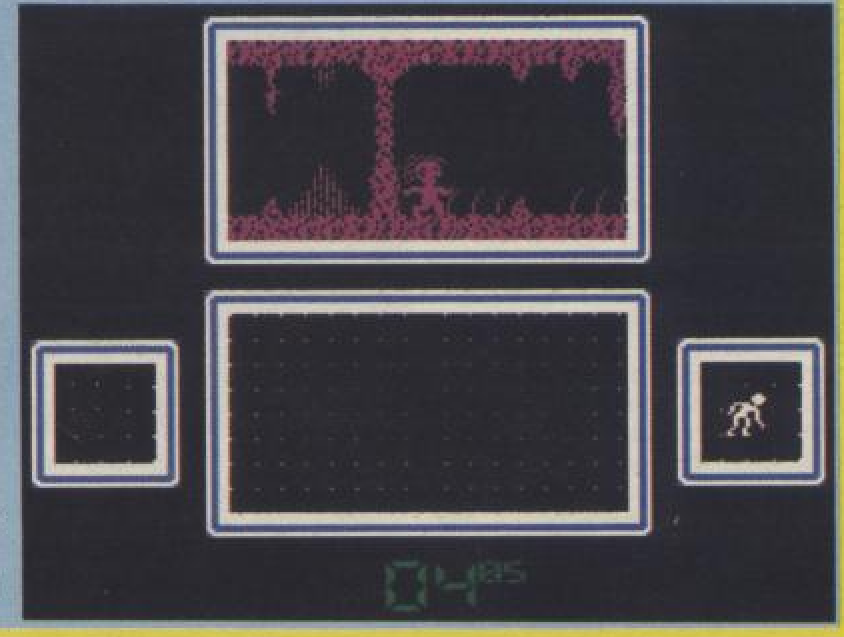
The caverns are carefully guarded though. The hidey hole may contain a mutant kleptomaniac that'll steal Jem's film or, if he's not careful, he may bang into a detector device to unleash another vicious freak. This may be fought off with a sword but if he fails in this task, which is highly likely because he first has to select the correct icon, then it's goodbye to the camera again.

One advantage of working in Fleet Street is the endless supply of equipment but to replace his nicked Nikon Jeremy has to return to terra firma, as he does when it's time to develop a film.

Once a film has been processed, and there's no need to finish it before returning, the separate frames must be accurately placed on a plain grid. There's no real test to this though as you get unlimited goes at guessing the positions.

The game's graphic presentation is novel though. At the top is a scrolling speckly landscape and Jeremy's solid figure. It's a rather small window on his world though, dwarfed by the photo screen which you gradually fill, à la *Rocky Horror*, below it. Either side are frames for individual parts of the picture and icons. It's a novel approach but doesn't have enough content behind it — unless you're into games where the main challenge is beating the monotony.







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OOPS
125
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YS AND GREMLIN

Competition

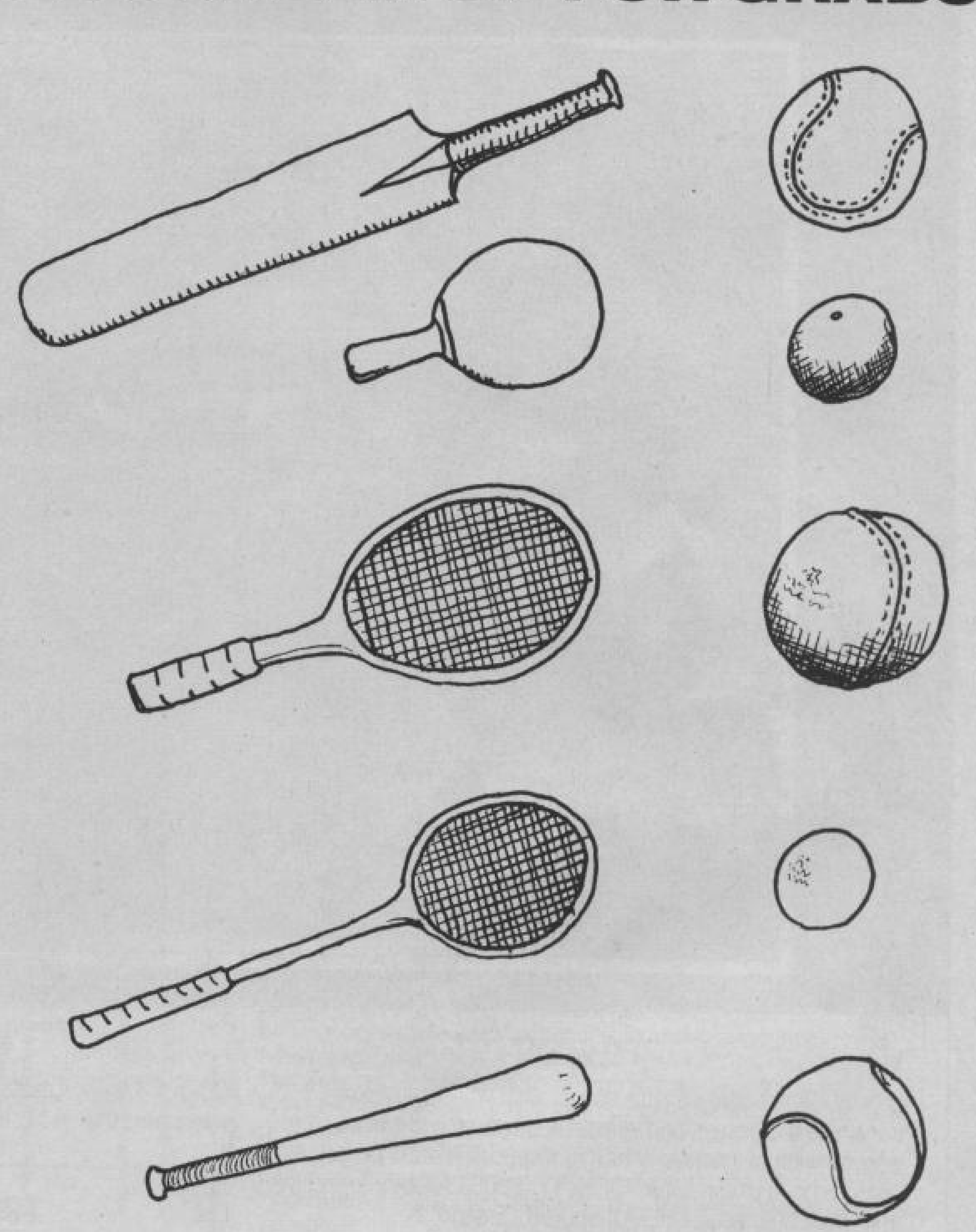
50 COPIES OF *BOUNDER* UP FOR GRABS

What goes boing, boing, boing, splut? Wrong! It's not the sound of Zebedee bouncing into bed for a bit of shut-eye to find the springs have gone but Gremlin's new game, ***Bounder***.

The idea of the game's simple — it's the doing it that's hard. You're given an aerial view of your back garden where you have to bounce a tennis ball along the paving (it's crazy, man). If only there was more paving and less grass, mud, quicksand, trees and water and it'd all be so much simpler. And watch out for the ravin' avians and the runaway training shoes.

When you've completed one level you're given the chance to score further bonus points by boinging up'n'down on a load of question marks. Then it's on to the next part of the obstacle course. You'll soon find yourself completely hooked by one of the most addictive arcade games of all time.

Now the balls's in your court. Gremlin has boinged us 50 copies of it's brand new bouncing bonanza and here's how you can win a copy. Have a butchers at the pictures below and you'll notice they're all of bats and balls belonging to different sports. Right then, match up each ball with the appropriate bat or raquet by drawing a line to link up the two piccies. Fill in the coupon and send it all, or a photocopy, to *Bounder* Compo, *YS*, 14 Rathbone Place, London W1P 1DE.



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RULES

Employees of Sportscene Specialist Press and Gremlin will be balled out if they attempt to enter. Don't make a balls-up and send your entry in after July 31st 1986. Anybody who gets into a scrap with the Ed needs their head examined 'cos he's a real bounder.

COUNTDOWN

Macsen/£8.95

Rick Home computer adaptions of TV games are notoriously suspect — remember *3-2-1*? Despite the micro's excellent televisual qualities, most TV games are not games at all but cult events based on the personality of the presenter, whether it's Crowther, Wogan or Monkhouse (personality?)

So, where does Richard Whiteley stand amongst the elite of Aspel, Andrews and Bowen? Who? I hear you ask. Good ol' Dickie — the first face on Channel 4 and the presenter of the first programme on Channel 4 — *Countdown*.

Countdown — the programme pulls massive audiences considering it's on at 4.30pm. *Countdown* — the game is sure to do the same 'cos it's a lot of fun and a very good adaptation too. If you're already a *Countdown* groupie, all I can say is go out and buy it *now*! It's an exact repro that'll keep you happy over the weekend while you're waiting for your Monday fix. If you're not still go out and buy it 'cos it's a damn good play.

It's basically a nine-round words and numbers quiz. In the six word rounds you're dealt nine letters (you choose how many vowels and consonants to get) from which you have to make the longest word possible. In the two number rounds you're asked to calculate a number randomly generated by CECIL, YTV's answer to ERNIE, from six numbers you've been given. The last round is a straight anagram.

You can either play solo or against a single opponent and there's plenty of built-in tension as you've only got 30 seconds to complete a round. The ponderous clever-dickness of *Scrabble* squashed.

All credit to Macsen. Not only has it accurately reproduced the original but it hasn't felt the need to glam it up. The only change it's made is an improvement — the computer works out the longest possible word from its dictionary memory bank thus disposing of Gyles Badbreath's lousy guesses and lousier jumpers.

Of course, Macsen can't reproduce Whiteley (my guru) the cringeworthy punner nor his blushes at introducing Carol Vorderman as his Vital Statistician, nor Bill Tidy's cartoons. But it has produced not just a good replica but a good computer game.

Graphics
Playability
Value for Money
Addictiveness
8

A TICKET TO RIDE



Mastertronic/£1.99

Rick *A Ticket To Ride* might get some people nostalgic for the swinging '60's and other Beatles' hits. 'We can work it out' might be your cry as you grapple with this icon driven graphic adventure. But there's no real connection with the mop headed Fab Four as Mastertronic slings you into the future and your struggle to escape the Federation Outpost Selexia Central.

The aim of the game is to make your way to the outpost's docking bay with 2048 credits, a ticket for the ship, a permit and passport. If you don't make it in time, tough titanium, 'cos those Federation meanies are about to close the whole planet down. So as well as moving with speed, be prepared to wheel and deal — there are a few intergalactic sharks out there ready to make a killing.

Selexia Central (much like Finchley Central) is a maze of walkways linked with lifts. Most have a specific purpose, with something to explore — supplies, security, equipment. But do you have the time (or the credits?) to bother? The 16 icons variously allow you to enter doors, negotiate the lifts, sell, inspect, blow up or buy objects — even get character references on the shop owners.

Elsewhere on screen is a clock telling you how much game time has elapsed, your vigour quotient (pepped up by eating which I always forget to do), your score and how much nosh you have left. There's also an inventory of your objects. It's good to see the whole screen involved in game info. Perhaps I'm being mean to a cheapo but more effort seems to have been put into making the thing look good rather than in the nuts and bolts of a good maze or rattling pace. As my old mate Milligan says, A bird in the Strand is worth two in Shepherd's Bush, so if you really want a good graphic adventure it's got to be worth paying the extra for.

Graphics
Playability
Value for Money
Addictiveness
5

Melbourne House/£8.95

Max Don't, for your own sake, let your baby brother, or sister, get hold of this one. Unless you want to be plagued by the fearful cry of "Kwah" closely followed by a podgy little frame descending on you from a great height.

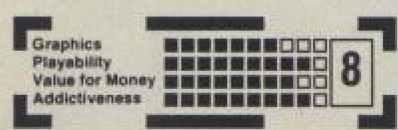
"Kwah" is the magic word that transforms hapless, incompetent and plain-looking Kevin (the crime-photographer not the famous magazine editor) into the deep-voiced, hunky and obviously talented Red Hawk.

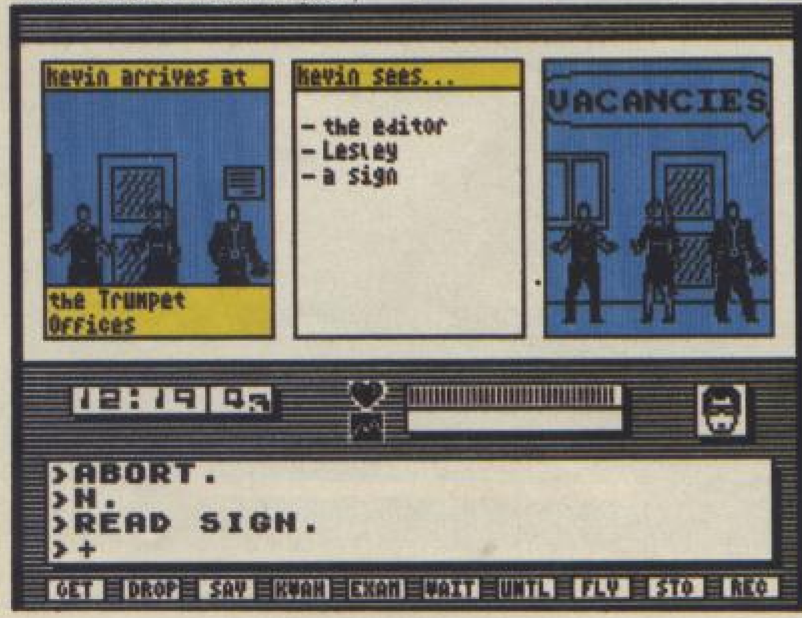
Red Hawk even plays like a comic book. You enter adventure-style commands in a window at the bottom of the screen while across the top the story unfolds frame-by-frame in true comic style. The graphics ain't stunning and they do tend to get a bit repetitive but at least you really feel like the hero in a real-live comic strip.

What's more, with interactive characters flitting about the place and the ability to accept some very complicated commands, it's not the usual adventuring slog at all. You can wander about quite freely without fear of instant death, keeping an eye on the world, hunting for those front-page piccies and cleaning the streets of criminal scum while you're at it.

Provided you don't antagonise people (by bopping the odd policeman or talking in the library — and in particular, don't get into fights when you're Kevin not Red Hawk) — it gets to be quite a relaxed game. So relaxed in places that you'll be sitting watching a comic strip showing Kevin hanging around while "Time passes ...". Or say "Kwah" and watch Red Hawk hanging about on street corners while ... You get the picture.

And that's the rub — the game is almost so realistic that you can get bored looking for the next piece of action. In comics, it's all go, go go! When was the last time Judge Dredd spent an eight-parter having a bath? But, as they say, when the going gets going ... it doesn't half get going. You'll believe an adventure can fly ...







What's the world coming to these days? All that talent and Red Hawk's reduced to beating up muggers. Well, these mugger-types do all look the same don't they? Still, not everyone's impressed with the C&A crime-fighting suit – try searching Lesley next time you're back at the office ...

LEGEND OF THE AMAZON WOMEN



US Gold/£7.95

Rachael Here it is.... *that* game! The one with the scantily clad females on the cover that's been corrupting our morals with its advertising for months! Ed carefully wraps it in plain brown paper to spare my blushes and I rush home, filled with trepidation. Will the on-screen Amazonians show the same disregard for basic anatomy as their paper peers?

Fear not. For the first time in history the pixel outperforms the pencil. In fact your heroine, Lady Wilde and the inimical Amazons are well animated (animazonated?) in the style of *Dun Darach*. The only possible complaint is that, even with such a determined tread, the bits you'd expect to bob up and down don't — hair, silly!

Which is just as well as there isn't too much of a game behind the creepers and carved stones of the jungle. Here Lady W. finds herself stranded (plane crash, don'tcha know?) in search of a lost carrycot — which I admit doesn't sound so hot as an ark, though it does contain her daughter.

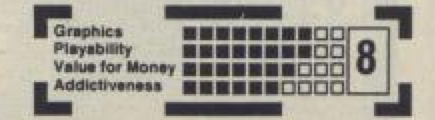
Luckily her path lies left to right as that's the only direction in which she can steadfastly stride. *Unluckily* she's going down a one way street of (gasp!) Amazon Women who recognise this representative of the ruling classes as an enemy of women's solidarity, trapped by the role model of mother.... *(Fire extinguisher! Rachael's going to burn her bra again — Ed).* So they try to clobber her!

Pretty soon the jungle has become the scene for another combat game but one with only three attack moves! There's a jab to the stomach, a slice at the ankles and a chop to the head.

The other main jungle trouble comes from dragons who've dug in for the duration but emerge every so often to make life a misery for visiting British peers. Attacking them is tricky and you can't just walk on by — with only four minutes to complete each section you've got to be aggressive. Dragons don't appear on your radar either.

Radar?! This being a hi-tech tropic there's a scanner above you, to warn of approaching Amazons, Spikers — which are deadly flying conkers — and stray arrows from the local darts team's practice session! Assorted airborne menaces can be jumped or ducked, depending on their height but be warned that they're rather advanced too.

All of which is slightly less credible than Tarzan and slightly more exciting than watching paint dry. Apart from the smooth scrolling and neat animation the game lacks variety. The blow to the midriff every time your opponent advances is slow but effective and though you can enliven the catfight by shouting insults ('Fat bitch, your mother wears army boots!' being a favourite) the fun soon passes. I think I'd rather leave the sprog to a decent Amazonian upbringing.



HENRY'S HOARD

Alternative Software/£1.99

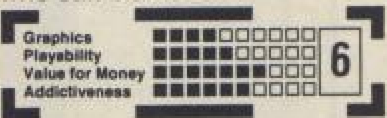
Rick You'll be glad to know that *Henry's Hoard* has nothing to do with where Henry Cooper stores his nuts. Henry is another of those cuddly knights who's aim in life is to stagger around a castle built with all the homely feel and user-friendly capacity of the Broadwater Farm Estate.

At least I think he's a knight. He's not been dubbed (though he's frequently scratched and my feelings are mixed) and the tacky graphics don't lead to easy identification. Either way he still has to search the imaginatively named Magic Castle in search of the Golden Hoard. Our 'Enery has to face elves and dwarves and curious power points that seem to have been time warped in from Sellafield. All zap you into Courtly Oblivion. But as in all magical dwellings, certain rooms have recuperative powers that'll return any of the six lives you might've lost.

It's easy to scoff at a cheapie and I'm no fan of this type of game — platforms went out with Slade as far as I'm concerned. But with over 50 locations and 200 sword and saucerish items to collect, this is as thorough-going a game as you'll get at the price.

And for all the corners Alternative Software has cut, it's maintained the essence of a good game. Fred may not have the benefit of inertia, he can apparently defy gravity endlessly and his jumping movements suggest a congenital deficiency. However, the castle rooms are cunningly constructed so that you definitely have to look before you leap. Getting out of those rooms is worse than getting off Spaghetti Junction. And it's no fun, I can tell you. Apparently *Henry's Hoard II* is on its way — and who can blame 'em.





SUPERBOWL

Ocean/£9.95

Max As offensive plays go, Ocean's invented a whole new ball game with its belated but NFL licensed *Superbowl XX* tape. Forget the fact that Superbowl was in January and the game came out in May — with the Bears and Patriots hastily stuffed into the code. And ignore the lost Raider on the cover.

Fortunately, the finished game isn't all bad. While it's a far cry from the speed and excitement of most sports sims, *Superbowl* does actually feel a bit like the real thing. Like a rain-soaked game on a Brighton weekend, there's a lot of hanging around, a lot of amateur fumbling and brief moments of the intense thrills that only American Football delivers.

It's a two-player only game — well, you can go for 'single player strategy mode' which is when your mates clear off and you have to play both sides on your tod — but that's the kind of thing that stunts your growth.

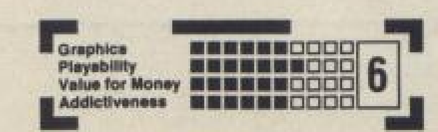
You play on a birds-eye view of the pitch — from an altitude that makes it difficult to see what's going on. On the left of the screen is a scoreboard, some rather repetitive (and occasionally misleading) family-size action replays and a series of menus for both players to set their strategy before each play.

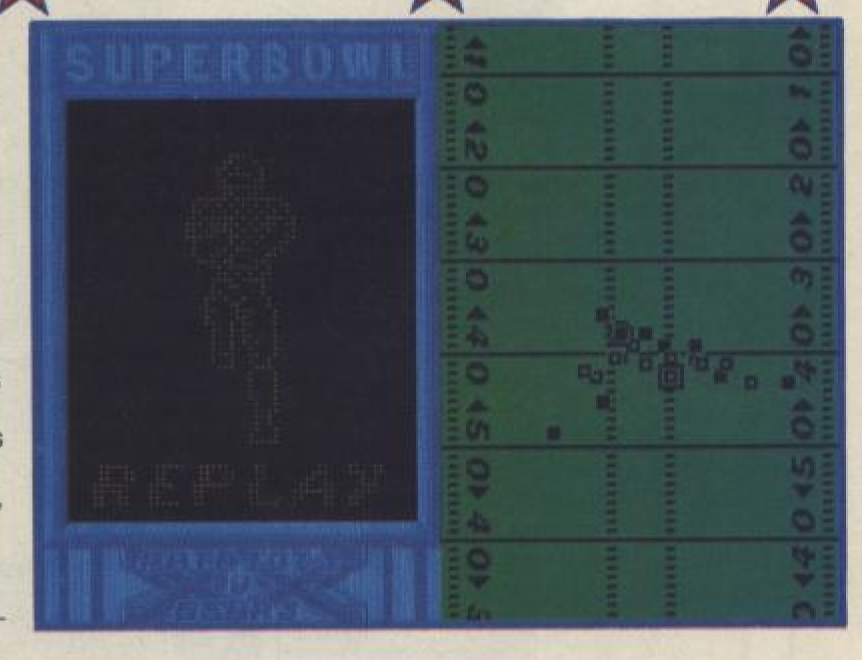
In turn, the offensive picks a play — long pass, short pass and so on — including a small selection of well-known moves like Double-Wing, Shot-Gun and so on. Next, the defense picks a strategy and sets up which players mark who and who is under the player's control.

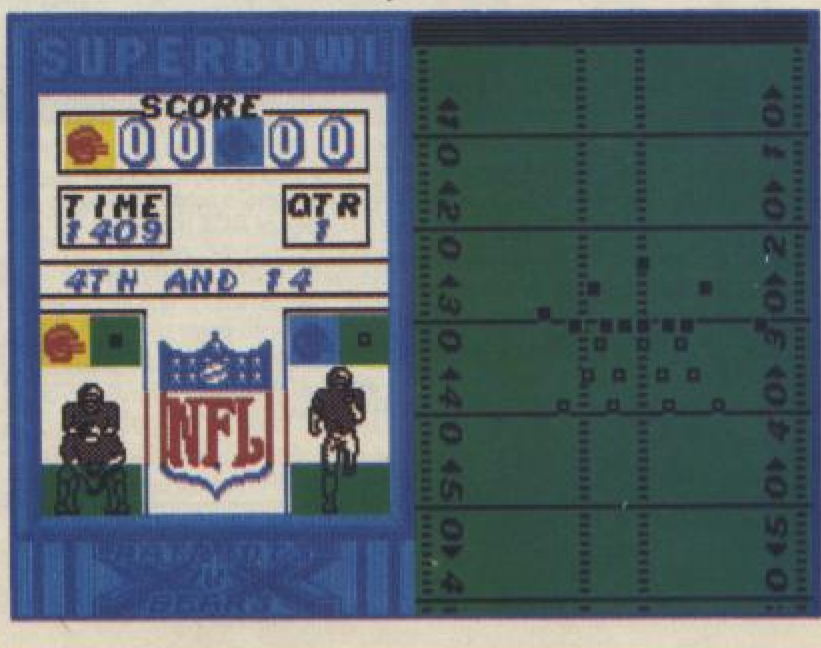
Straight after the snap, you feel like cursing Ocean for its bizarre choice of keys (only one joystick is supported in this two-player game) and you rapidly discover that most plays end in one of a limited number of outcomes; usually a sacking, and if you're lucky, a fumble.

The game has the added bonus of an audio tape explaining play for beginners — something the inlay card fails to do despite being five pages of tripe long.

Superbowl is essential for fanatical fans; if you know the game and are prepared to work at Ocean's unique rendering of it, then it's quite good fun. But for the rest of you, working out the computer version is as impossible as working out the real thing on the telly. Just Oooh and Arrr when everybody else does; and hope that BAFL and Budweiser license some other software house to have a go in time for Wembley.









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Screen shots are taken from the C 64 version; C 16 and VIC20 do not have ground objects.

TASK FORCE

C'mon, c'mon and join *Ian Hoare*, the programmers' leader for the latest in light-hearted listings.

Hi there gang! I've got a bumper bundle of routines for you this month. So, what are you waiting for?

First, a question from **Pete Wilson** from Southport. He's been doing some string slicing and has come across an odd phena.. phenoma... er... quirk. He wants to use some control codes within a string and to be able to insert them into the string. When he tried:

```
LET m$=m$( TO n) +CHR$ 23+
CHR$ 0+ CHR$ 0+m$(n+1 TO )
```

He got an error message 'out of memory'. Determined to succeed he then tried:

```
LET k$=CHR$ 23 +CHR$ 0
+ CHR$ 0
LET m$=m$ ( TO n) +k$
+m$(n +1 TO )
```

and it all worked fine!

Some of you appear to be having a bit of difficulty getting your assemblers to accept labels. For the uninitiated, that's commands like JR LOOP or LD A,(BURP). All you have to do is work out the relative jumps for JR; DJNZ and similar relative commands and the absolute addresses for JP; LD nn,(??) and other similar absolute commands and substitute the values for the labels. (To give you a better idea of what I'm getting at, the next program listing is given both ways.)

John Dowd is also having problems with assembler listings. His assembler doesn't understand commands such as ADD A or ADD 3 or ADD H! As all 8 bit ADD, SUB, SBC, ADC and similar commands always use the Accumulator (A register) to add into, most assemblers don't bother to use the full Zilog formal assembler mnemonic; it takes the form of ADD A,A or ADD A,3 and so on. If you've been getting the same trouble just alter each of these offending commands to the syntax shown above and all should be well.

And now for something completely different! A short routine from **Patrick Mackinley** of Shillingford that lets you return from machine code to a desired Basic position. To use it, first load the HL register pair with the line number and the A register with the appropriate statement number. Now, say you wanted to return from your machine code to line 9000, statement 2, you would do LD HL,9000 LD A,2 before calling the subroutine.

```
0000          ORG   ANY
0010 NEWPP    EQU   23618
0020 NSPPC    EQU   23620
0030          LD    (NEWPP),HL
0040          LD    (NSPPC),A
0050          RET
0060          END
or
0000          ORG   ANY
0010          LD    (23618),HL
0020          LD    (23620),A
0030          RET
0040          END
```

Bartjan van Hulten from Roermond in Holland has sent in a special screen clearing subroutine. You'll have to try it out for yourselves 'cos I'm not going to tell you exactly what it does. If you want to clear to a different paper colour, change the LD A statement in line 20. Bartjan strongly recommends you keep the paper black, though. But then, what the heck. Live dangerously!

```
0000          ORG   ANY
0010          DI
0020          LD    A,7
0030 ;        "Change  the
figure above for different
ink and paper colours"
0040          LD    B,8
0050 LOOP     PUSH  BC
0060          PUSH  AF
0070          LD    HL,22528
0080          LD    DE,22529
0090          LD    BC,767
0100          LDIR
0110          LD    HL,16384
0120          LD    BC,6144
0130 LOOP1    LD    A,(HL)
0140          SRL   A
0150          LD    (HL),A
0160          INC   HL
0170          DEC   BC
0180          LD    A,B
0190          OR    C
0200          JR    NZ,LOOP1
0210          POP   AF
0220          POP   BC
0230          DEC   A
0240          DJNZ  LOOP
0250          EI
0260          RET
0270          END
```

Have any of you wondered how some commercial Basic programmes are 'unmergeable'? Well Barry did and his second piece of code does the same for you! First, load it into a 'safe' area as before. Then add a line to the end of your Basic program that just contains two REM statements — 9999 (say) REM REM. Take care though, it *must* be the *last* line. Now do RAND USR address, as before. If you list your program, you'll find that the two REMs have disappeared! If you now SAVE your program to autostart where you want it to, you'll find that the program is MERGE proof! Tee hee!

```
0000          ORG   ANY
0010 REM      EQU   234
0020 PROG     EQU   23635
0030 VARS     EQU   23627
0040 LOST     EQU   1BECH
0050          LD    HL,(PROG)
0060          LD    A,REM
0070 NXLIN    LD    DE,(VARS)
0080          AND   A
0090          SBC   HL,DE
0100          ADD   HL,DE
0110          JP    NC,LOST
0120          PUSH  HL
0130          INC   HL
0140          INC   HL
0150          LD    C,(HL)
0160          INC   HL
0170          LD    B,(HL)
0180          INC   HL
0190          LD    D,H
0200          LD    E,L
0210          CP    (HL)
0220          JR    NZ,NOREM
0230          INC   HL
0240          CP    (HL)
0250          JR    Z,REMX2
0260 NOREM    POP   HL
0270          EX    DE,HL
0280          ADD   HL,BC
0290          JR    NXLIN
0300 REMX2    POP   HL
0310          LD    (HL),A
0320          DEC   DE
0330          LD    (DE),A
0340          EX    HL,DE
0350          ADD   HL,BC
0360          LD    (HL),A
0370          RET
0380          END
```

Now get out of that!

Barry Stuart from Liverpool, after beavering away with loading and saving to and from tape, has come up with a couple of crafty programs. The first piece of code allows you to recover from a corrupted save. Have you ever got the dreaded 'R Tape loading Error' message? Well, if that happens, just reset the computer with RAND USR 0 in the usual way, load in this code into a 'safe' area, (it's fully relocatable) and reload the program. Now enter CLEAR and reset the variables area and do RAND USR address, which is where you loaded the code. So, for example, if you loaded the code to 23296, do RAND USR 23296. You'll then be able to list and use the program up to the last uncorrupted line.

```
0000          ORG   ANY
0010 PROG     EQU   23635
0020 VARS     EQU   23627
0030 CLAIM    EQU   19E5H
0040          LD    HL,(PROG)
0050          LD    A,13
0060          AND   A
0070 NXLIN    LD    DE,(VARS)
0080          SBC   HL,DE
0090          ADD   HL,DE
0100          RET   NC
0110          LD    D,H
0120          LD    E,L
0130          INC   HL
0140          INC   HL
0150          LD    C,(HL)
0160          INC   HL
0170          LD    B,(HL)
0180          ADD   HL,BC
0190          CP    (HL)
0200          JR    NZ,EXIT
0210          INC   HL
0220          JR    NXLIN
0230 EXIT     LD    HL,(VARS)
0240          JP    CLAIM
0250          END
```

Nice one, Barry!

Finally, Eddie Duncan-Dunlop from Bridgend, Mid Glamorgan, sent in this amusing program that 'shoots' titles onto the screen with a sort of Laser Effect. It only took me two minutes to type it in, so come on all you lazy fingered types, have a bash!

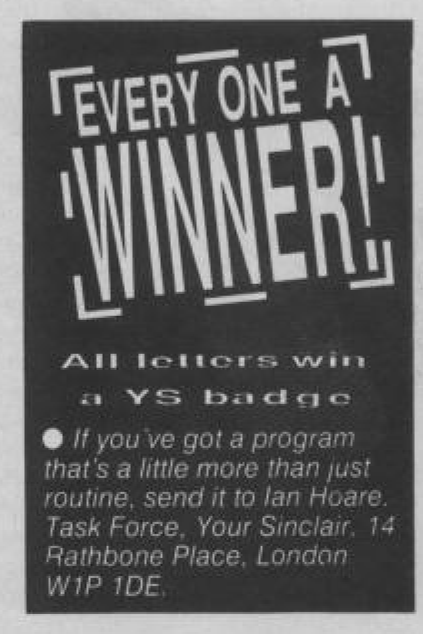
```
10 REM Shooting Titles
20 REM By Eddie Duncan-
Dunlop
60 PRINT AT  0,0;  INK 7;
" YOUR SINCLAIR"
70 FOR x=0 TO 127
80 FOR y=0 TO 7
90 IF NOT  POINT (x,y+168)
THEN GOTO 150
100 PLOT 2*x,3*y+80
110 PLOT 0,0:DRAW  OVER 1;
2*x,3*y+79
120 PLOT 0,0:DRAW  OVER 1;
2*x,3*y+79
130 BEEP .001,30
140 PLOT 2*x,3*y+81
150 NEXT y
160 NEXT x
```

Two variations: the first will invert the title and the second will 'darken' the effect. Just substitute either or both lines to see what they'll do.

```
90 IF POINT (x,y+168) THEN
GOTO 150

70 FOR x=0 TO 127 STEP 1/3
```

That's it for this month. Till next time. Just keep those programs coming.



YS Adventures



Robin Heighway-Bury

"At last," writes Philip Hancock, "*Your Sinclair* has an adventure column worthy of the rest of the magazine." Thank you, Philip, you can write again. Philip's putting in a claim to be first to finish *Seas Of Blood*, at 4.30 p.m. on 20th February — any advance on that? He's also offering help in exchange for the usual sae on *The Hobbit, Ket Trilogy, Hulk, Spiderman, Gremlins, Invincible Island, Inferno, Urban Upstart, Bored Of The Rings, Perseus And Andromeda, Time Machine, Ten Little Indians, Arrow Of Death Part I* and *Circus.* Not a bad little collection of successes. In return, Philip needs help on *Golden Apple* (how to get past the cloud of poisonous gas and how to get the sapphire), on *Eye Of Bain* (where's the blade of the sword) and on *Feasibility Experiment* (how to light the lamp). "Help," says Philip, "I'm rapidly cracking up!" Send your solutions, or possibly some Polyfilla, to **Philip Hancock**, 144 Charlemont Road, London E6 4HE.

More despair from **J.P. Belden** of Great Yarmouth, having trouble with *Tower Of Despair.* "What am I meant to do at the temple?" NAMSILAT DNA GAB, TSEIRP ENIMAXE. "What should I do in the cave behind the willow tree?" That's entirely your own business, though you could try TSAE OG EPOR EIT EHCIN ENIMAXE. "What use are the small blue berries?" MSAHC GNIPMUJ EROFEB TAE.

Elaine Deary writes from Hesketh Bank in good old Lancashire. "Please help me with *Kentilla!* I can't get past the glowing ward in the Black Tower, and haven't found the key to the large chest in Tylon's bedroom." What's a nice girl like you doing in Tylon's bedroom? Well, you can deal with the ward by: FFATS HTIW DRAW GNITTIH. The key you need is NEDLOG and is found by TSOPDEB A GNINIMAXE.

Howard Price of 13 Kelburne Road, Cowley, Oxford is knee-deep in *Lord Of The Rings*, and apart from the inevitable Black Rider trouble also asks if the artifacts in the glass cases at Micheldelving are of any use, and if so, how can he get them? He says he's also heard that there's a gold medallion in the game somewhere. If this is true then where is it and what use is it? Can anybody throw any light on that — anyone come across a medallion on one of the sub-quests somewhere?

For throwing light on things, you might well want to subscribe to a monthly adventure magazine called *The Guiding Light*, from the Adventureline Club run by **Rob Garrett** at 52 Micawber

Venture forth with Mike Gerrard



Way, Newlands Spring, Chelmsford, Essex CM1 4UG. Subscription is a bit hefty at £12 per annum, but for that you get the magazine (latest issue 20 pages long) and access to a number of helplines, 16 hours a day, 7 days a week. The helplines are manned, or womanned, by Master Adventurers, each of whom has completed a minimum of 40 adventures. *The Guiding Light* is mainly filled with reviews of the latest games for all computers, and isn't as solid as the dossier from the Adventurers' Club Ltd, but you might be tempted by those instant helplines. I'm sure if you sent Rob £1 he'd send you a back issue to help you weigh up whether to subscribe or not.

Another specialist adventurer's magazine is *Orcsbane*, which is very much an enthusiasts' fanzine published by **Nick Walkland** at 84 Kendal Road, Sheffield S6 4QH. It appears roughly every other month, costs 50p per issue, and the last was 44 pages long. Pretty good value for money, and for that you can forgive the poor production, though it's getting better. Nick does most of the work himself and therefore encourages readers to send in their reviews of the latest adventures. Every reviewer gets a free copy, so if you fancy your chances of getting your opinions into print then *Orcsbane* could be for you.

On the subject of reviews, lots of people write in offering their services, and I'm grateful for that but I'd better explain that it just isn't possible because of the way we work. Reviews tend to be done as closely as possible to deadline time, to make sure the magazine's up-to-date, and I discuss with the Ed which games are to be included, and how much space we give to them. There just wouldn't be time to then send tapes out to people and expect to get them back in time, to the right length, and good enough to use. Besides, I'm selfish and like to keep the adventures for myself!

Readers also send in maps, and thanks this month to **James Elliott** for his *Runestone* map, but again there are production problems in reproducing these. Don't let it stop you sending them in, though, as good ones can be redone by an artist, and we're considering doing a bumper book of maps at some future date.

No *Hobbit* maps, please, as no game can have been mapped more than that one. You're still coming up with ways of getting more fun out of that old warhorse, and recently **Robin Harris** from Grantham decided to try to complete the game in double-quick time by entering multi-statement lines, the first of which should have taken him from the start right through to the deep misty valley. Instead of that, the program crashed and displayed a list of objects and characters: sword, sand, stone, wine etc, and dragon, Wood Elf, Hideous Goblin and so on. What Robin wants to know, though, is where can he find the stone?

John Reuel of Liverpool has been POKEing around in *The Hobbit* and has come up with lots of interesting hobbity snippets, such as POKE 52224, 255 to turn the pictures off. He also says that if the game's driving you to drink then POKE 46848,1: POKE 27832,0 and POKE 43787,201. Then try sitting down. Finally John won't say what the next POKE does, so find out for yourself and POKE 26791,3. John's also sent in quite a long listing for fiddling your score to the magic 100%, and if there's room in a future issue I might try to squeeze that in. Till next month, happy POKEing!



A slight apology to Central Solutions (but only slight), whose *Survival* I reviewed a couple of months ago. I complained that the program didn't recognise the LOAD command once you'd used a SAVE. Apparently the command to type is TAPE, which is given in the initial on-screen instructions ... though as LOAD is the command you're told to use on the cassette inlay, which I had by me for reference, I think I can be forgiven for that mistake. Anyway, I revise my assessment of the game from 1/10 to 2/10. Fortunately, not all Central's games are as bad.

My in-tray's ramjam full of news of the RamJam Corporation's various adventurous endeavours, since its work has started to be marketed by Ariolasoft. In addition to its newie, Terrors Of Trantoss, *which I reviewed last month, there's also a re-release of its oldie,* Valkyrie 17. *It was due out in April at £7.95, for those few adventurers who don't already have a copy of this popular title.*

More startling than that, though, is news of an oldie but newie. It's reliably claimed that June will see the release at £8.95 of... wait for it, pause for fanfares... 3 Days In Carpathia! *That's right, the follow-up to* Valkyrie 17 *that made* Street Hawk *look as though it was on schedule, is at last to see the light of day. I'll believe it when I see it!*

The Adventurers' Club Ltd recently announced its 1985 Golden Chalice Awards, its equivalent of an Oscar for adventure games released in 1985. About 1000 of its members voted, and show remarkably good taste in my opinion. Putting on my best Eric Morley voice, and slicking down my hair with bacon fat, I shall announce the results in reverse order: "In third place, ladies and gentlemen, we have the Delta 4/CRL title, *Bored Of The Rings.* Runner-up, and winner of the Silver Chalice, is the ever-popular *Red Moon* from Level 9. But first place, and the coveted Golden Chalice itself, goes quite rightly to the best adventure release of 1985, Level 9's *The Worm In Paradise.*" I was hoping to get a photograph of Pete Austin accepting the award while wearing a fur-trimmed swimsuit, but he wouldn't co-operate.

On the subject of Level 9, I was hoping *Red Moon*'s sequel, *The Price Of Magik*, would be ready in time for me to bring you an in-depth review in this issue, but it didn't quite make its promised launch-date. I do have the cassette insert, however, and an in-depth look at that shows it to be well up to Level 9's usual standard — a large vocabulary and plenty of graphics. A new addition to the credits seems to be two more Austins, John and Cora, and we are also introduced to the adventure's first main problem: loading it using the Lenslok system.

Next month I hope to review the game itself, or failing that a detailed look at the plastic box it comes in.

Next month should see a review of* The Very Big Cave Adventure *from St Bride's/CRL. More information is slowly creeping out as to how this very first computer adventure, pre-dating as it does the Crowther-Woods* Colossal Cave Adventure, *was unearthed by a St Bride's pupil. A spokesperson said: "The girl had been innocently hacking into a computer system owned by a major American government agency with a view to diverting the payment of the British national debt into her personal account. She came to an area deep within the system which was so rigorously protected by security codes that she felt sure that this must be where they kept the boodle." In fact what she downloaded into her bank account was a copy of* The Very Big Cave Adventure, *which could explain why you always have to queue for hours every time you go into a bank. The cashiers are obviously locked in the strong room logged on to this adventure. We can share their fun next month.

No copy yet of Incentive's Spectrum Graphics Adventure Creator, *or* GAC *to its friends. With the number of adventure writers using* The Quill *now, such as St Bride's, Fergus McNeill, the* Hampstead *authors and others, I'm willing to bet we'll see a host of good* GAC *adventures on the market in the next twelve months or so. Save your pennies, as the price of the* GAC *has now been set at £22.95. To whet the appetite, Incentive has sent me a tape of six sample graphics done on the system, and excellent they are — mind you, sample graphics always look stunning, don't they? These ones range from a spacecraft to a Sphinx complete with flickering torch to a pair of giant smelly feet on the end of hairy legs blocking your exit route to freedom from a cave. Nice one, Incentive!*

LOST SOULS

Legions of Lost Souls this month, so cast an eye down the column and see if you can't come to an adventurer's aid. I'll start with a damson in distress... sorry, a damsel in distress, who disappeared from my first **Lost Souls** column. Could it be because I made libellous remarks about *A View To A Kill* being scarcely describable as a game, let alone an adventure? Despite that I'd still like to know if someone can help **Debra Thompson, 96 Symonds Road, Preston PR2 3DJ**. Debra wants to know how to get May Day in the first game.

You'll soon discover that D&D and S&S games are not my cup of Horlicks, so outside help is definitely needed for **Eric Watkins, 16 St Leonards Road, Norwich, Norfolk NR1 4BL**. Eric's having wall trouble. Firstly in getting past a flashing wall in Quadrant Three of PSS's *Swords And Sorcery*, then in getting past walls on Level Two and Level Four of *Spellbound*. Not to mention the Nightshade Room — so I won't!

Greg Anderson, 87 Gaitside Drive, Aberdeen AB1 7BJ has spidery writing and *Spiderman* trouble; what are the words to defeat Electro? Greg also has violent tendencies — he needs to know how to blow up a hardware department in *Gremlins*, and finally how to get past a sedan in *Valkyrie 17*. Watch out for a sedan death routine there, Greg! (*Groan! Ed*).

Paul McCartan, 96 Roselawn, Tramore, Co Waterford, Ireland needs some help in getting the key in *Ship Of Doom* from Artic. Can some artic-ulate or even artic-ulated reader help him?

Here comes that *NeverEnding Story* again; at least Part I seems never ending to **Gary Brighton, 111 Studlands Park, Newmarket, Suffolk CB8 7AP**. He's collected the auryn, the horn, the crystal and the leather, but must then utter the familiar cry *what now?* In the same game, **Mark Randle, 26 Alderson Drive, Smithies, Barnsley, South Yorks**, is stuck in Spook City and wants out.

A general request for help from anyone playing the much under-rated *Castle Blackstar* comes from **Dave Edwards, 17 Orange Croft, Tickhill, Doncaster, South Yorks DN11 9EW**. Dave's also got key trouble in *Ship Of Doom*, and wants to know if the frozen body is of any use. Forty minutes at Gas Mark 5 should do it, Dave.

F.G. Trotman lives at **10 Somerset Gardens, Hornchurch, Essex**, and needs to know how to increase his score of 87% in the first part of *The Fourth Protocol*. He believes the traitor is Faulkner, using the name of Wilson, but how does he get a comparison of Wilson's fingerprints? What use is the camera, bug and receiver. Why does a telephone appear when he wants to buy a ticket at Liverpool Street station? Over to you espionage experts out there.

Finally, **Adam Bennett** has turned into an ape, and I can say that without fear of prosecution as he told me so himself. It's not from reading this column but from playing *Witch's Cauldron*, and he urgently needs help on what to do next. (*Have a banana? Ed*) Meanwhile he's standing round scratching himself at **11 The Sidings, Station Road, Charfield, Nr Wotton-under-Edge, Glos. GL12 8UF.**

KIND SOULS

A few people who've offered help through the **Kind Souls** column have told me that some readers are writing to ask them for clues, but forgetting to enclose a stamped addressed envelope. If someone's good enough to offer help on an adventure, please remember to include an sae.

Greg Anderson's in the Lost Souls section as well, so look up his address there if you're seeking help on *The Hobbit, Espionage Island, Ship Of Doom, Inca Curse* or *Erik The Viking*.

Alan Fairclough has solved *Lord Of The Rings, The NeverEnding Story, The Hobbit, Hampstead, System 15000, Greedy Gulch, Pharoah's Tomb* and *Magic Mountain*, so help on those in exchange for an sae to **23 Meliden Gardens, Tranmere, Merseyside L42 5NG**. Alan also asked me, "Could you possibly suggest a real pig of an adventure." The ones that sprang to my mind were Level 9's *Dungeon Adventure* and *Adventure Quest*, but it made me wonder what you'd nominate as "a real pig of an adventure." Let me know the toughest one you've come up against — either solved or unsolved.

Neil Marbey of **1 Carlton Street, Hominglow, Burton-on-Trent, Staffs DE13 OTE** wrote in with his list of successes, including the recent Nu-Wave release *ID*, which he says is not really an adventure but might well appeal to adventure fans. Neil has listed the riddles that you get asked at one point, along with their solutions. Rather than giving you the full list I'll just provide Neil's solutions: Piper, Hitler, Bullet, Civilisation, Jesus, God, Lisa, Apple, Arthur and Money. Neil's offered help on *The Hobbit, Bored Of The Rings, Pyjamarama, Planet Of Death* and *Ship Of Doom*, and has almost finished *Sherlock* and *Lord Of The Rings*.

Sandy Duncan of **46 Woodland Street, Milngavie, Glasgow G62 8NS** isn't content with simply solving games, he also draws lovingly detailed maps. Sandy's latest successes are *Classic Adventure* from Melbourne House and Richard Shepherd's *Urban Upstart*.

More Lost Souls than **Kind Souls** this month, so come on, don't be modest, let's hear about your adventuring successes, even if it's only one or two titles. Completing any adventure is an achievement, so why not boast about it. But the ultimate Kind Soul has to be **John Wilson** (you can read my interview with him elsewhere in the adventure pages) who lives at **26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX**. John's latest successes are *The Helm* and *Time Machine*, which he says passed a couple of hours! He's also sent me a complete list of all the adventures he's solved — the tally stands at 66 titles! Any advance on that?

ADVENTURERS INTERNATIONAL

Only one international adventurer this month, but he could hardly be further away. **Brendan Roberts** lives at **82 Onerati Road, Whangerai, New Zealand**, and needs help on *Colditz*. Where can he find the knife? Can he open the drinks cabinet? What does he use the German money and diaries for? Are there any secret chambers apart from the tunnel?

Avert your eyes if you're still struggling with *Colditz* — go and read another part of the page. Okay? Your first and last questions are connected, Brendan, as there are some twisty sewers that contain a dagger. Access to them is via something that normally goes six-feet underground. As far as I know, the other objects are just decoration, but if they have any use in the game I'm sure someone will write and tell me — or write and tell Brendan direct.

Meet the Rochdale Balrog, alias John Wilson, the man known to *YS* adventurers as 'El Supremo'. How, I wanted to know, can one man solve so many adventures? Let's give Rochdale a ring...

Mike: So, what was the first adventure you tried?

John: It was Hewson's *The Quest*, and I still remember the buzz I got from finishing the game, though I did need a little bit of help in solving it. Since then I've been hooked. But I've also always believed that you can't do enough to help people who are struggling. I contribute to a small fanzine called *Insight*, and also to the HALA helpline, as well as answering any letters I get sent. In one week I posted off 32 letters to people! I like to produce step-by-step guides to the adventures which involves a lot of typing and saving to tape.

Mike: Is there a great secret to your successful adventuring?

John: Not really. I save games as often as I can, as this allows you to leave your options open for as long as possible. By the time I'd finished *Lord of The Rings* I had three C15 tapes full of saved positions. Other than that it's just time and persistence.

Mike: And what are your faves?

John: Best of all is *Bored Of The Rings*, followed by *Sorceror Of Claymorgue Castle* and *Robin Of Sherlock*. That makes it sound like the Fergus McNeill Appreciation Society — which it is. We all need our heroes, even at 39! One of the things I'm most proud of is a handwritten note from Fergus saying that I was possibly the first to complete *Robin Of Sherlock*.

Mike: The obvious question, do you prefer text or graphics adventures?

John: I don't have strong views on that, except to say how much I like the artwork of Terry Greer, from Interceptor. Graphics can be and are used to hide a multitude of sins, but not in his case. They really complement Dave Banner's adventures.

Mike: As you're so good at solving other people's adventures, have you tried writing any yourself?

John: I've done one using *The Quill*, called *The Secret Of Little Hodcome*. I tried one or two software houses but didn't get very far. Having put all that work into writing it, I'd just like people to have a go at playing it...

And now you can. John sent me a copy of *The Secret Of Little Hodcome* and I felt it was far too good to gather dust, so I've persuaded the Ed to tack it onto the end of this month's Digi'T'ape. You'll find full details in the Digi'T'ape ad in this issue. Well worth a look!



Some people are bug-lovers, some are bug-haters, and others are just plain indifferent. But as with bugs in real life, those that lurk in adventure programs can be inoffensive, like the various well-known ones in *The Hobbit*, or they can bite, by causing the program to crash. If you've found either kind then let me know about it, to share your amusement or act as a warning to others. To kick off this spot, over to John Wilson:

"I really enjoyed *The NeverEnding Story*, and was very impressed with the screen presentation, but there's an appalling bug in Part I. If you enter the swamp when you have your trusty steed Artax with you, the program crashes out in a blaze of coloured squares and does a systems reset. Naughty!"

FREE FOR ALL...

When it comes to information, you all know that the generosity of YS *knows no bounds — it's only space that's at a premium! So, as much as I'd like to offer a complete solution to a game every month, it's just not going to be possible. But if you're really stuck and can't bear to wait for the printed solution to a particular game to appear, then help is only an sae away.*

From time to time, I'll be offering you a selection of free solution sheets. If you want any on this month's list, just send a small sae to me at 14 Rathbone Place, London W1P 1DE *and I'll pop the sheet(s) in the post to you. But please allow me a week or two for your letters to reach me and be dealt with. And while you're at it, why not use the opportunity to tell me a little about your adventuring — the problems and the successes.*

So, here goes with this month's list of freebies:
Bored of The Rings, Message From Andromeda, Hampstead, Secret Mission *and* Spiderman.



THE GRAPHIC ADVENTURE CREATOR

The amazing, combined text and graphics adventure generator enables you to produce fast, compact adventure games with the minimum of effort and the maximum of creativity. Stunning graphics can be created quickly and easily with the powerful picture generator that has many features including:— dot, circle, elastic line, ellipse, fast fill, shading, step by step review, easy editing and the ability to merge pictures.

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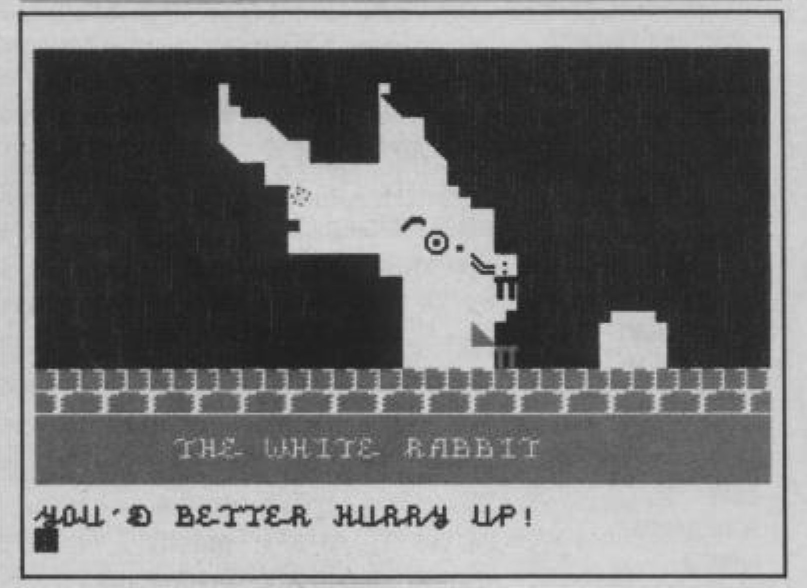
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10 ADVENTURE GAME PACK VOL. I



Some of Central's recent releases, both arcade and adventure, have been less than awe-inspiring. Still, I'm pleased to say that this adventure compilation proves to be well above average. All the adventures here are *Quill*'d (some with *The Illustrator* too), and many bear a copyright date of 1984 and the Gilsoft label.

A Tangled Tale opens the proceedings — it's based on the characters of Lewis Carroll, and on a series of puzzles the mathematician/author published in 1885 called *A Tangle Tale*. The limited locations introduce you to characters like Humpty Dumpty and the White Knight, and you must solve problems so you can untie the ten knots in a piece of string you're carrying. The graphics are pretty basic, except for a lovely animated title screen, but it's more a game for the puzzlers than the adventurers.

Jason And The Fleece has no instructions, and sets you down in a fairly un-Greek main street with an inn, a hardware shop, a vet's surgery and a closed shop with a sign saying 'Zeus and Son'. (I think we can safely assume historical accuracy has been dispensed with here.) If you knock, a man invites you inside Zeus's shop and amazingly allows you to take away a selection of goods without payment. These include a compass which, according to the program, is "brocken", so it seems spelling accuracy has been dispensed with as well. A few easy problems get you into the game — guess where you take the injured rat? And is it worth giving the gold coin you find to the beggar at the end of the road? You bet it is. You then set sail across the seas, where too many annoying sudden deaths await you. But despite its faults I still liked the program. It's a fair size, and an ideal opener for beginners.

I didn't take to *Crystal Quest*. It's a travel-the-galaxies-find-the-crystals game, where you're the Captain of the USS Spectrum, whose locations you begin by mapping out. A silly sudden death spoils one of the rooms. Here there's a lever — if you pull it (as you inevitably will) a message tells you that you forgot it's a self-destruct lever and your entire ship's been blown to smithereens. Now if you were a stowaway on the ship, fair enough, but a bit of an unlikely blunder for a Captain to make, surely?

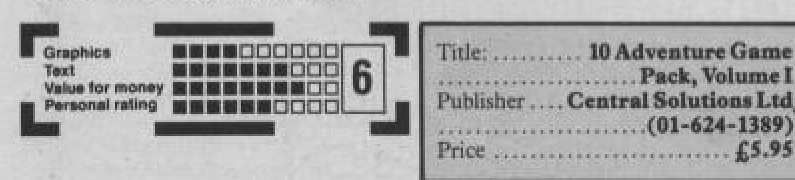
More promising was *Sea Of Zirun*, which has you blundering round beneath the Atlantic Ocean with only an oxygen tank and underwater torch for company — well, apart from dragon turtles, mullets, mermaids and others whose territory you've invaded. A bit amateurish, but comprehensive with lots of detail, some easy and some tough problems, and you'll need to plan carefully if you don't want to run out of air and gasp your last underwater.

Time Quest naturally transports you through time, but it also transports several program bugs with you. Lots of double-messages crop up, which can easily happen with *The Quill* if you don't set the conditions properly. EXAMINE GRASS in one place produces "What's this you see?" Okay, but no object is produced, and THROW ROPE elsewhere produces a message on-screen for a micro-second. In any case the story itself isn't exactly inspired — search the kingdom for treasures to help the kind but poor people who've befriended you. Yawn.

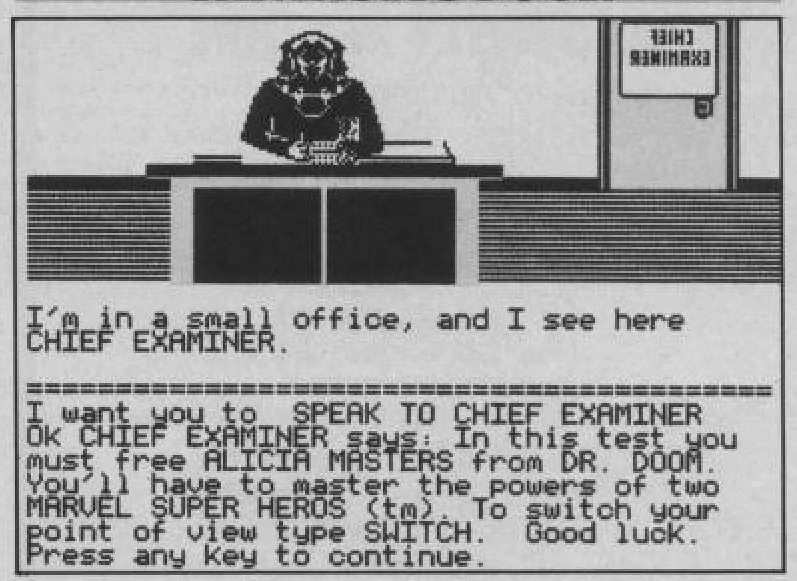
Dragon Slayer doesn't sound very inspired either, but it's an enjoyable three-quest adventure, the first being 'Dragon's Lair'. I'd no trouble finding the lair, where I was promptly fried alive, so off I went up-dale and down-hill (and vice versa) collecting lanterns, matches, bronze keys and other adventurer's accoutrements. Simple but well done.

Commando is a little tamer than Elite's game of the same name — it has you invading enemy territory searching for a list of enemy agents, while *Eye Of Vartan* has echoes of *Colossal Cave* above it. The early location looked promising — apart from the slightly irritating fact that the location exits aren't given to you. No instructions either, so who knows what it's about? *Rifts Of Time* is about an unknown world where there are three relics of great power that you've got to find. You've then got to take them through a time portal to the god Odin. You can even use *The Quill* to have another character, though in a fairly limited way. Dave the Sprite accompanies you on your travels, although I was soon ready to strangle him for his limited pre-programmed range of responses. At least this one attempted to be different, even if it does suffer from an amateur adventure writer's love of unpredictable and irrational deaths. Study the best adventures, would-be authors, and you'll see that deaths are usually preceded by a warning, allowing the player to save the game. Try to keep some sense of reality, and don't hurl players over cliffs they would've spotted twenty yards away in real life. Easy deaths are an easy option — put your brain-cells to work on the problems instead.

The perfect example of this is the last and best adventure in the collection, *The Hexagonal Museum*, which turns you into a Pink Panther style thief who's attempting to steal the Star of India diamond single-handedly (what you do with the other hand is your own business). Outside the museum the boot of your car is well-equipped with ten items, like wire cutters, plastic explosives and a grappling iron. Unfortunately you're only supposed to carry six of them. You've already cased the museum and hidden more equipment in a store-room cupboard, but to get in you've got to scale the wall and outwit the security cameras as you jump down on the other side. Inside the museum there are guards to watch out for and beware the touch-sensitive floors. A varied selection of problems, though even this isn't fully de-bugged. Some responses are printed twice on-screen, and several of the exits in location descriptions are wrong. Despite that, though, it's a good adventure to round off a collection that's definitely value-for-money if your adventure budget's limited.



QUESTPROBE 3: THE FANTASTIC FOUR



Yet another adventure that's been talked about and advertised for a long long time before its eventual appearance, but here it is at last. Now you have the chance to play the roles of both The Human Torch and The Thing. As with last month's *Terrors Of Trantoss*, you can change control from one character to the

other, this time using the SWITCH command.

The single cassette comes in the currently fashionable double-size box, along with a large sheet of information about the different abilities of the assorted heroes and villains. This time you're up against the Ringmaster and his cohorts, the Circus of Crime, including the great Gambonnos and Princess Python, who, according to the notes, "performs with a 25-foot boa constrictor." Bet that's a hard act to follow!

You get your own act together in the Chief Examiner's office, where your mission is recounted to you if you say a magic word associated with Scott Adams, author of the Questprobe series. A bit unfair on newcomers who can't possibly be expected to know such 'in' information, but the word is listed in the complete vocabulary that you're also provided with — and you're definitely going to need it. It's your task to free Alicia Masters from Dr Doom, monarch of Latveria and possessor of a nuclear-powered, micro-computer enhanced suit of iron armour, I bet he has trouble getting that dry cleaned.

Thing is going to have cleaning problems too, as he begins the game knee-deep in a tarpit, and typing I for Inventory shows that all he has is the tar that's covering him. Slowly, move by move he sinks, though you can prolong his survival a little if you tell him to hold his breath once he goes completely under. So what can you do as Human Torch to get him out? A good question, and if I had the answer I'd tell you. After a few hours play I still haven't cracked this first problem, and I've resisted the temptation to ring the software house and ask. A nearby shack provides Torch with a candle, but igniting the tar in the pit (which doesn't always burn) only produces a well-sizzled Thingburger.

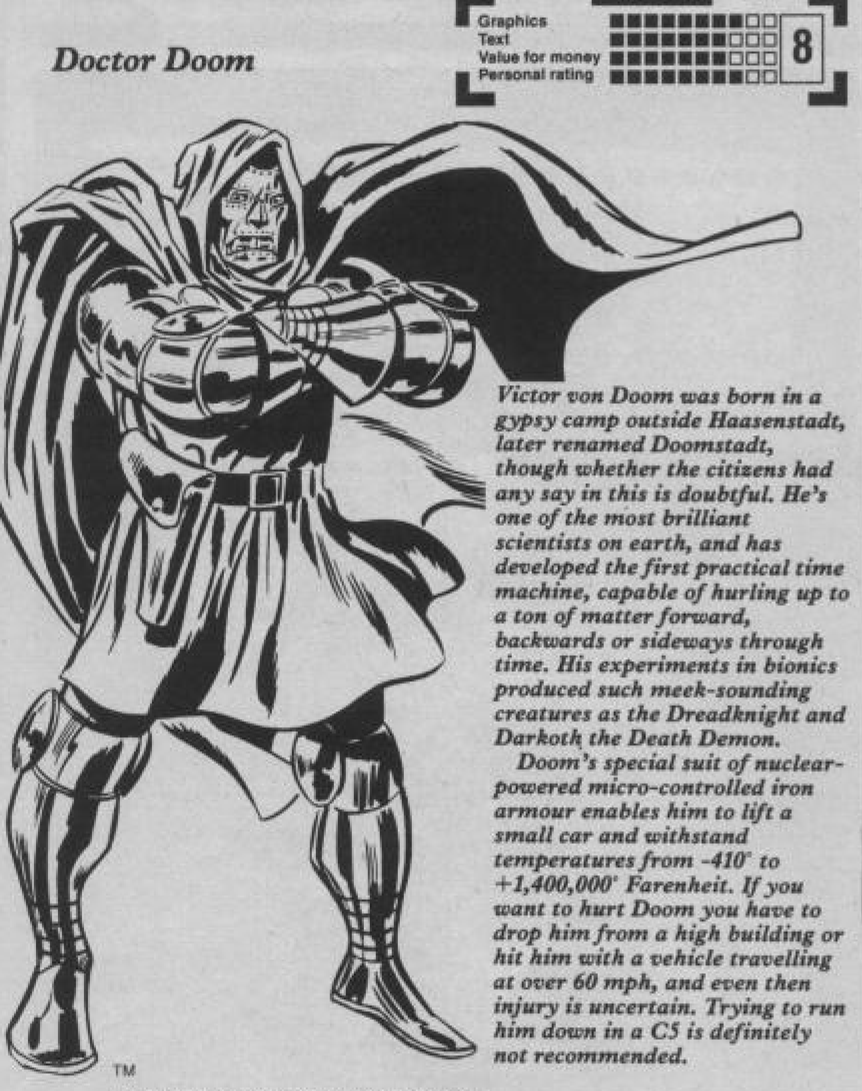
Wandering off to a field reveals Dr Doom's castle, protected by Blob, while the Circus of Crime is gathered together in a tent in a fairground. There's a cannon you can climb inside, for what good that does you, and it's when you're battling against Ringmaster's constant attempts to throw you out of the tent that you discover Thing has tarried too long in the tar and the game's over.

Despite the frustration of this first problem, the game's still sufficiently interesting to keep you trying, as you wonder if the solution lies in battling with Blob, inside the circus tent, or in the hot little hands of the Human Torch himself.

The graphics are displayed on the top half of the screen, and very nice they are too. The text scrolls beneath in AI's typical jerky style and rather confused layout. My only quibble is with the price — a little on the pricey side compared with other adventures in the £6.95/7.95 range.

Rating	
Graphics	
Text	
Value for money	
Personal rating	8

Doctor Doom

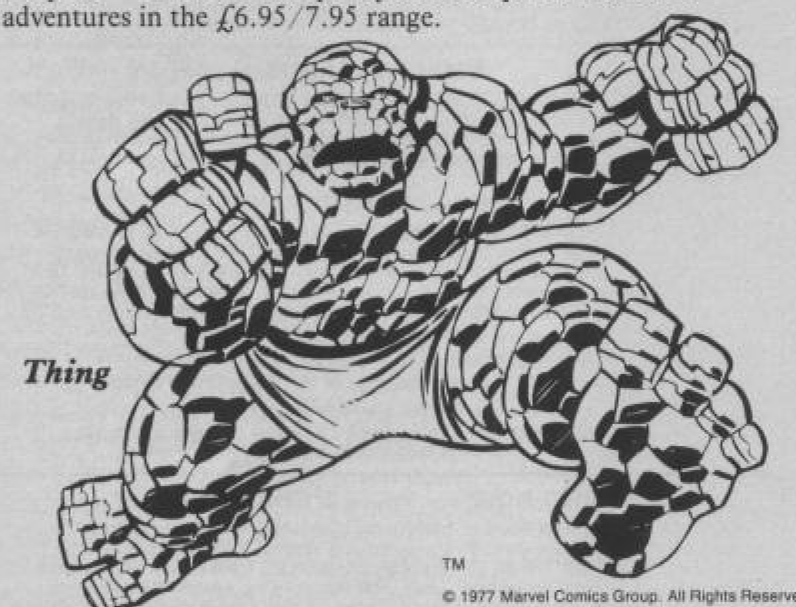


TM

Victor von Doom was born in a gypsy camp outside Haasenstadt, later renamed Doomstadt, though whether the citizens had any say in this is doubtful. He's one of the most brilliant scientists on earth, and has developed the first practical time machine, capable of hurling up to a ton of matter forward, backwards or sideways through time. His experiments in bionics produced such meek-sounding creatures as the Dreadknight and Darkoth the Death Demon.

Doom's special suit of nuclear-powered micro-controlled iron armour enables him to lift a small car and withstand temperatures from -410° to +1,400,000° Farenheit. If you want to hurt Doom you have to drop him from a high building or hit him with a vehicle travelling at over 60 mph, and even then injury is uncertain. Trying to run him down in a C5 is definitely not recommended.

Thing



TM

Weighing in at a trim 500 lbs., Thing is unmarried, which is hardly surprising as a body covered in orange, flexible, rocky-textured hide can't be a terrific turn-on for the ladies. Anyway, there seems to be a distinct lack of female Things around. (Which reminds me — where is T'zer? Ed). The fact that Thing has no ears, no hair, no neck and only four fingers and toes doesn't add to his charms, nor does the way in which his skin is prone to drying out and chipping. Not been watching the Oil of Ulay ads, eh?

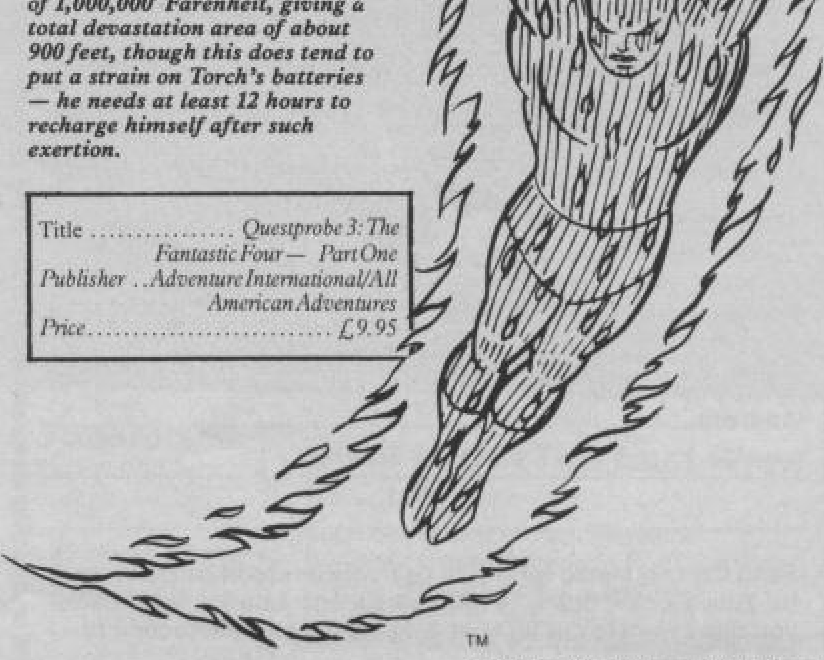
His real name is Benjamin J. Grimm, of New York City, and on the plus side Thing is strong enough to lift 85 tons when in peak condition, and can hold his breath for up to nine minutes underwater. He can withstand temperatures from -75 to +800° Farenheit for up to an hour, as well as being able to fend off bazooka shells — it comes as a surprise to discover that he can't fend off the common cold — the mind boggles as to what would happen if he sneezed.

Human Torch

With blond hair and blue eyes, and measuring 5'10" and 170 lbs, Johnny Storm, alias the Human Torch, would seem to be a pretty attractive specimen of manhood. Ladies beware, though, as Johnny can be a bit too hot to handle when the heat is on — in his case this means being enveloped in reddish flames at approximately 780° Farenheit. He can also sculpt flames from any part of his body, and these projectiles burn for about three minutes at 2800°.

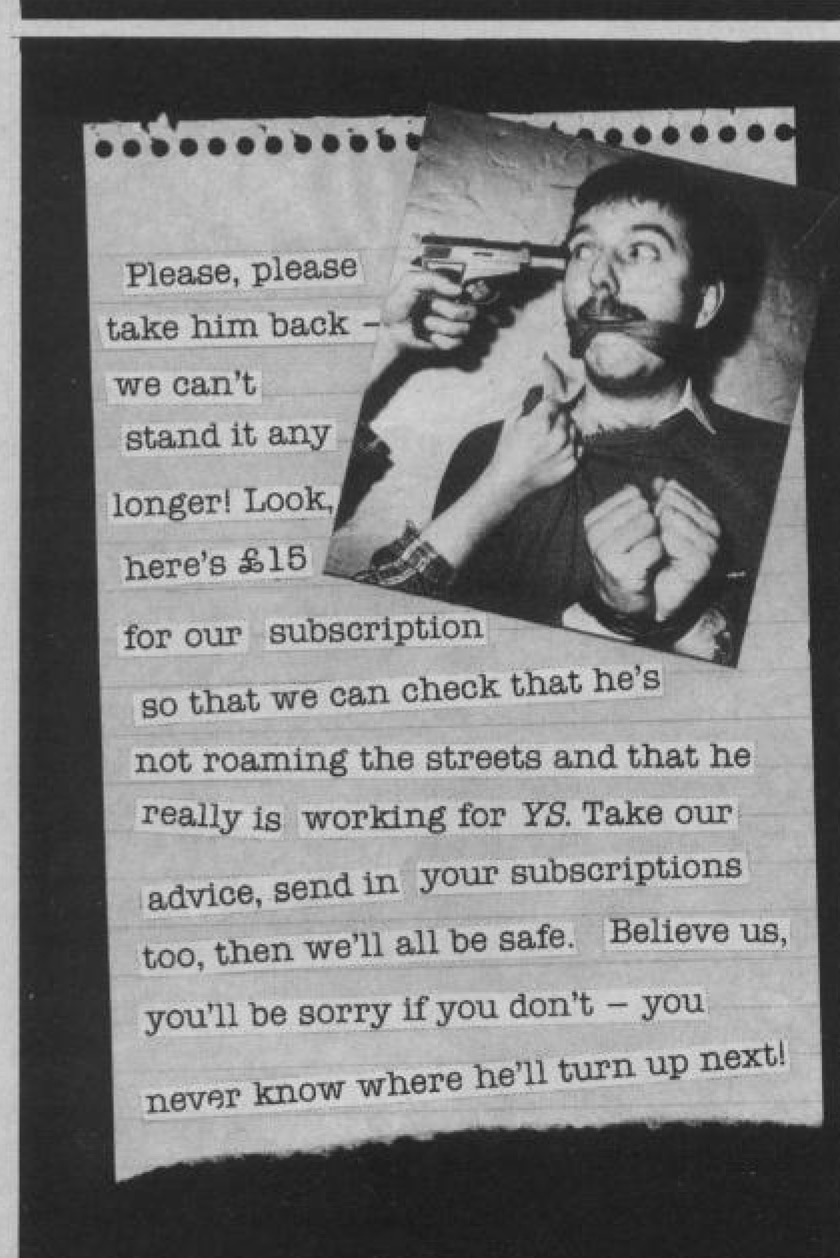
Compared to Thing, Torch is a weakling, only able to lift a weight of 180 lbs, but he can also travel at speeds of up to 140 mph. He can release all his body's stored-up energy in a nova-burst of 1,000,000° Farenheit, giving a total devastation area of about 900 feet, though this does tend to put a strain on Torch's batteries — he needs at least 12 hours to recharge himself after such exertion.

Title .... *Questprobe 3: The Fantastic Four— Part One*
Publisher . .*Adventure International/All American Adventures*
Price........................... £9.95



TM

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HARDWARE EXCLUSIVE

SAGA 2001

A KEYBOARD ODDITY

Max Phillips tried a new keyboard out. It worked better than he thought. It thrust him backwards to the year 1968. A year when you didn't even have to sit near your Spectrum to use it ...

I'm writing this review on a Spectrum. Big deal, huh? Well, my Speccy is six feet away and facing backwards. If the truth be known, I'm lying back between my big Kef speakers, with my feet up, my hair down, Procul Harum on loud and the lights on low. I'd be wearing shades but it gets difficult to see the screen ...

It's done with a Saga 2001 'wireless' infra-red keyboard, the neatest and most laid-back way to feel at one with your magic machine. Yeah ... I'm six feet away and I'm typing faster and more accurately than I've ever done on a Spectrum.

The 2001 is a positive monolith with 101keys divided into a proper QWERTY section, 20 Basic function keys and a separate numeric pad with calculator keys. There's also a big box hanging off the back of the Speccy to tune-in to the late night finger broadcasts — that's why you have to turn your machine round!

The ether-level connection is great; easily the most reliable and position tolerant infra-red system I've ever used. When the battery gets flat the 2001 starts doing its own typing — no problem, just hook up the cable and recharge the thing while you work.

And, boy, can you move with this keyboard. The key action and layout are nigh-on perfect — having a proper typewriter bit means you can really hammer those characters in. So fast, in fact, that the dear ol' Spectrum can have trouble keeping up! Fortunately, lots of recent programs have keyboard buffering and will never miss a stroke — anyone feel like coding one up for Basic?

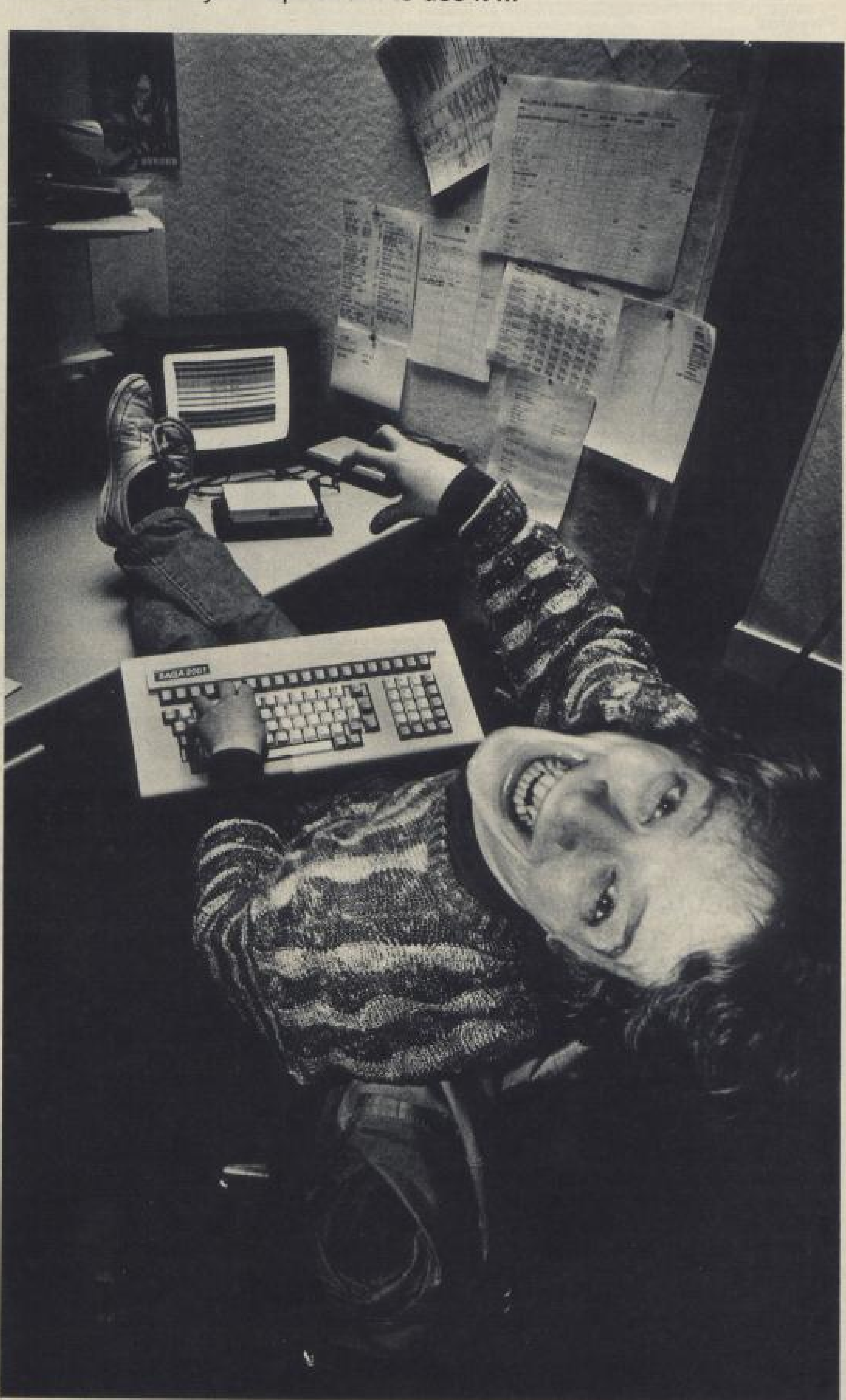
The only big hitch is the fiendish way the shift keys are done. What's great about it is there's no double-shift system at all — you just hit the relevant keyword on the function keys (with Shift and/or a special arrow key) to get extended or symbol-shifted characters. The 2001 sorts out the relevant Speccy shifts and sends them all in one go — you never even see the E mode cursor anymore.

Fast as this is, you're going to slow down when you try working out which keys you press to control any reasonably complicated program. What was Symbol-Shift S for SAVE might now be anything from DEF FN to TRUE VIDEO. Brain ache!

And you're going to find games a bit weird as well — not only are you missing the normal shift keys, but the 2001, unlike every other Spectrum keyboard, doesn't register several keypresses at once. Neither does it help when you discover that with the 2001 attached, the Speccy keyboard is as dead as a weekend in Tamworth. Wave goodbye to the made-up key codes like Symbol-Shift and Space while you're at it — you just can't do them on the Saga.

So the 2001 is the ultimate in hip ways to use your machine and a real delight if you're using your Spectrum for word processing, databases, programming or playing vast adventures. But it's a pain that there's no normal CAPS SHIFT and SYMBOL-SHIFT to improve compatibility and it's not much cop for games.

Plus it proves that useful bit of old wisdom; the best things in life may well be free but the good ones are flippin' expensive. So it goes. S'pose I'd better get up, slot another record in and turn the microdrive over.



FAX BOX

Package	**2001 keyboard with *The Last Word***
Supplier	**Saga Systems**
Price	**£119.95**

Have to get *The Last Word* in...

Saga has also taken on Myrmidon Software's wordprocessor, The Last Word or TLW to its friends. It's available separately or comes free with the 2001 and Elite keyboards. There's definitely a run on Speccy wordpros at the moment; and TLW is well up with the competition.

It's a fair attempt to be 'the last word' in wordprocessing on the Spectrum. But the general style has been to pack as much power in as possible at the expense of some of its rivals' friendliness. It's perfectly usable on a simple level but some of its more complex facilities require a bit of effort from the user.

TLW has most of what you'd expect — around 22K free for text, copious cursor control, justification, block copy and delete, search'n'replace and so on,as well as support for both tapes and microdrives. But it also has some tricks you wouldn't; 40, 48, 60 or 80 (yes — 80) characters across the screen. The last mode is a bit hard on the eyes to say the least but it does work and it's great for getting documents just right before printing.

There's also an alarm clock to remind you to do regular saves, and a 10-memory calculator with access to Basic functions and variables for example!

TLW also has vast numbers of print-formatting codes. These range from the usual underline, double width and so on (set up for your printer via codes that grab current Basic variables and insert them in your text) to codes that stop printing and start executing a chunk of a Basic program you've written. They return to printing when the routine's done its job. It's therefore possible to use TLW as a programmable 'text-processor' — you can do conditional printing, mail-merge and all that if you set it up correctly. But there are a 101 other serious applications just waiting for you to discover them.

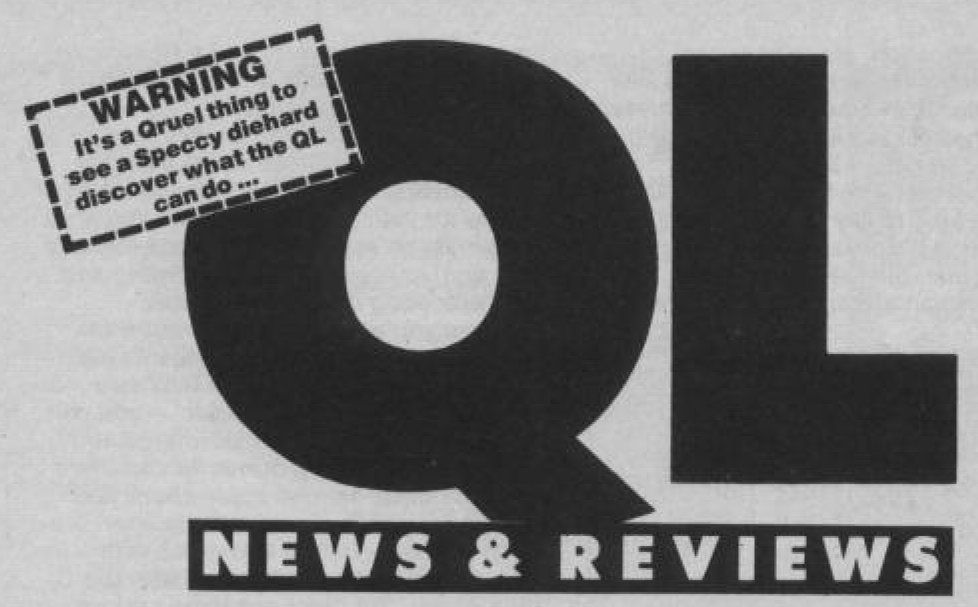
Performance is nice and quick with keyboard buffering to keep up with the 2001 jet-set. But there are some curious bits that'll slow you down. To insert text, you 'open up' the document, type in the new text and then close up (thank you, nurse). This can be a bit slow — especially if all you did was miss one letter out! Also, you don't mark blocks of text but refer to them by their line numbers — that's another two bytes of your brain used up.

Eccentric it might be but TLW is certainly very usable and, after a while, quite likeable. It's the obvious choice if you fancy exploring the programmable printing side and know what you're up to. Lesser technofreaks might like to stick with programs that do mail-merge and the like without going near Basic. The choice is yours.

Another superb wordprocessor for the Spectrum... Does *The Last Word* give Saga the last laugh?

FAX BOX

Title	**The Last Word**
Publisher	**Saga Systems**
Price	**£13.95**



NEWS & REVIEWS

Was that *Max Phillips* we saw sitting in the loo with the lights off wearing 3D specs? He's been in there for hours ...

I was programming, honest guv. I mean a bit of peace and quiet and those neat glasses really helps you concentrate. Oh alright, I admit it, I was playing games. Have you seen Elite? *Here, stick these on and try* The Wanderer *while I do the news...*

• *Sugar Substitute: rumour of the month is that 'an independent consortium' may buy the rights to the QL if its new owners Amstrad decide they don't really want it. There's more talk of a QL2 with a built-in 3.5" disk but it's gonna be a lot easier just to bundle drives, Centronics and extra Ram with the existing machine. Wait and see ...*

• And if you can't wait, try one of the big new all-in-one upgrades from MCS in Nottingham. Its new cartridge gives you 256-512K Ram, Centronics port and disk interface in one go. A snip at £200 for 256K version, £300 for the biggy...

• Or hop on the ICE wagon with Eidersoft's new hard'n'software package. The Q+ disk system costs £399 and gives you twin PCML 3.5" drives, mouse plus the ICE and ARTice software. Add another £100 for 256K memory expansion and go all the way to 640K for a final £95. Eidersoft is on (0708) 851099.

• Big game hunters should look out for the imaginatively (and aptly) titled *Karate* from new company Point Blank. QL owners can now get a taste of the craze that's still sweeping through the Spectrum world and if our pre-prod copy is anything to go by, it'll be an excellent taste at that. Point Blank states flatly that it'll cost £12.95, be out at the May Microfair and that its phone doesn't work yet!

• Alternatively, why not get lost in the 250-screen map and interactive characters of* Dragonhold *from Rubicon Systems? This £19.95 animated adventure is also a bit different every time you play ... check it out on (0742) 583665.

• If you can't be right, be wrong at the top of your voice department: £16.95 to DS Enterprises on 01-671 0209 will get you a copy of *Sign Writer* for producing screens, banners, notices and so on. DS promises five fonts, a font editor, control over colour and stipple plus various character sizes and so on.

• *Hints, tips, comments, programs, news, new products, fan mail, spare cartridges etc etc. — YS needs you...*
... write to: QL News, YS, 14 Rathbone Place, London W1P 1DE.

GOBBLE GOBBLE

Is this a turkey of a game or what? Definitely no ... this may be a spitting-image *PacMan* clone but it's a pretty good one. You start off pursued by the usual four ghosts as you gobble up the blobs and power pills.

Make it out of that screen and you're facing the dreaded umbrellas. Followed by scissors, hammers, devils, dustbins, blobs, sticks, clams, droids ... over 20 levels in all! And no, those aren't the official names and no, I haven't played all the way through — I got them from watching the demo mode. Well, I didn't say it was easy!

The graphics are great, the sound maddening and even the keyboard controls work smoothly. A far cry from Eigen's superb *Paragon* but well up to the same impressive standards. Get your gob round this one!



FAX BOX

Title	Gobble Gobble
Publisher	Eigen Software
Phone	051-423 6201
Price	£9.95

TIP BITS

Convert *M Parker* of Chapel St. Leonards has just bought a QL to keep his Spectrum company. He's on the look-out for useful POKEs and seems to think it's a conspiracy that there's no system variables list in the manual. His POKE collection consists solely of POKE 163891, anything >0...

Well, it's not that the systems variables were away the morning they wrote the manual! The QL is a complex beast; stuff that you can POKE on a Spectrum is either buried inside hardware chips or won't sit still long enough for you to find it. The good news is that there's a SuperBasic keyword for nearly everything you could usefully POKE — honest!

The most used POKE is Capslock: POKE 163976,255 (on) or ,0 (off). Your 163891 is the same as pressing Ctrl-F5 — hit Ctrl-F5 to get out that one. A personal favourite (and one in my BOOT programs) is an old trick that people play with big IBMs. POKE_W 163982,0 sets the keyboard auto-repeat rate from its normal 4 to 0; see that cursor ziiiiip! Finally, PRINT PEEK_L (163856) — PEEK_L (163852) is a rough guess at free memory space.

There are other ones but they usually require a few lines of SuperBasic. Anyone who's got some goodies to spare should drop them to the usual address — provided, of course, they don't mind being presented with a *YS* badge!

CAD PAK

Don't be fooled by the name; CAD PAK hasn't really got anything more to do with CAD (computer aided design) than any of the vast army of rival art packages. But what's in a name? CAD PAK is an impressive little mover, combining dead simple pop-up menus, icons and pointers with a fair, if curious, selection of facilities.

The style is gen-u-wine, 100 percent Apple Macintosh; working it's as simple as pointing to the icon or menu option you want (using the cursor or joystick — no mouse) and hitting Fire. This makes CAD PAK a doddle to draw with although you'll hunt in vain for many big essentials (like magnify and so on).

The other slight hiccup is that the work area is smaller than the size of the screen — okay if you just want to do your drawings and print them but a bit of an embarrassment when it comes to creating loading screens.

All-in-all, CAD PAK's extremely pleasant to use but a bit limited in what it can do. You could do CAD things like diagrams and flowcharts with a bit of effort but don't forget to check out some of the more conventional programs as well, particularly the infamous *QL Paint*. And it's *QL Paint*'s creators, Talent Computer Systems, that'll probably grab the CAD market with its new *TechniQL*.

The help is a little brief — and written instructions almost non-existant.

The current operation is shown here. The X icon also let's you undo the last operation — great for avoiding near-fatal mistakes.

Use the preset range of patterns to shade and fill areas — shame you've got to do it by hand though.

CAD PAK works in 4 colour mode although you've got a few stipples on hand to brighten things up...

CAD PAK's best at line drawings (diagrams and so on) — just look at the range of line styles available.

FAX BOX

Title	CAD PAK
Publisher	Datalink Systems
Price	£14.95

TOUCH TYPIST

Okay, so the QL hasn't exactly got the best keyboard in the world but it's amazing how fast you can go with a bit of practice. Sector Software is offering a veritable assault course for you to get that practice; the smartened-up version three of *Touch Typist* is out now.

It presents a series of 200 'sentences' which you have to retype at a specified accuracy level and speed. You can set these constraints yourself if you're better than the 90 per cent, 15wpm the program starts off at.

The tests themselves start off quite normally but become a bit disorganised later on; some of the more obscure words I have trouble saying let alone typing. There's also the odd bit of humour here and there. But the best bit is that you can redefine all the tests — not only correct some of the spellings but put in some stuff from a typing course or book you're following.

Touch Typist really works if you stick at it long enough but it's not a proper course as such; get the program and a good book if you're serious.

FAX BOX

Title	Touch Typist
Publisher	Sector Software
Phone	(0772) 454328
Price	£11.95

THE WANDERER

I wander about this too. French software house Pyramide seems to be a few steps ahead of its British counterparts and this veritable megagame is its current showpiece.

The plot is a little bizarre. And I thought we had the monopoly on strange senses of humour! Try and get this all in one go — it'll hurt less. Earth is plagued by mysterious catnappings (not nap attacks, Garfield, genuine disappearances) and you take off in a conveniently acquired spaceship to locate your landlady's beloved moggy.

Now you find yourself in a star system ruled by The Sphinx, where the planets are so bored, they've taken to playing a bizarre variation on Poker. The local currency is, of course, cats (that explains *one* thing) and you end up trading cards between planets, taking on unfriendly spaceships, diving in and out of black holes in an effort to amass enough cats to take on The Sphinx himself.

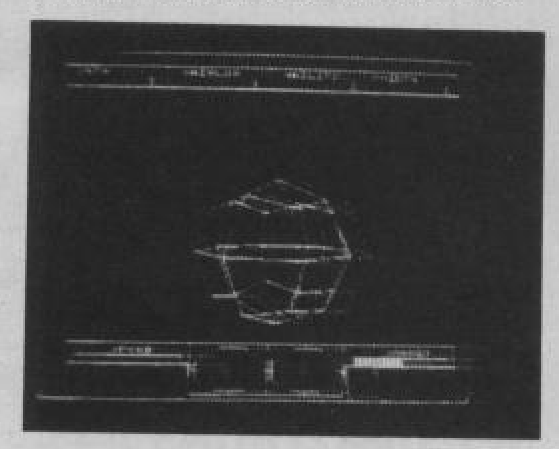
All this takes place in pseudo 3D *Elite*-style line-graphics, using red and blue lines and a pair of specs to get that spaced-out feel. Pyramide explains that you won't see the 3D if you look for it and that you really need a darkened room and half an hour to adjust before the effect begins to work. Added to that you'll need a damn good screen; most of the knackered old tellies round Castle Rathbone didn't give a sharp enough or bright enough picture.

That said, there were moments when the game (if not the plot) suddenly leapt into perspective and the experience is quite something.

This game desperately needs a joystick in CTL2; the keyboard controls turn out to be the function keys and are nigh-on impossible to use. And I managed to work out that it's a dead loss on a black'n'white screen. How's about a version in boring old 2D for those of us still saving our cats for a Microvitec?

The Wanderer combines just about every game element you could wish for. Tactics are needed in your travels around the universe and in your methods of combatting the feline felony. Strategy helps in playing the red-hot Poker and arcade reflexes assist in getting through unscathed. There's also enough in it to keep you at it long after every Speccy owner has achieved Lenslok status in *Elite*; and that's despite a booklet full of maps and copious hints to help you.

So it's a good one to get your spaceship stuck into, though quite how long it'll grab you and how much is actually achievable, is hard to say. There are times when the game is a rather repetitive slog. And there are moments when... Well, there are moments when.



To see 3D effect, trace alternate lines with red and blue pen, tear out page (or photocopy) and place in front of torch in darkened room. Next, take wrappers from toffee-nut and toothache-surprise Quality Street sweeties and sellotape over eyes and.... Aaaah forget it!

FAX BOX

Title	The Wanderer
Publisher	Rio Promotions
Phone	01-349 2784
Price	£19.95

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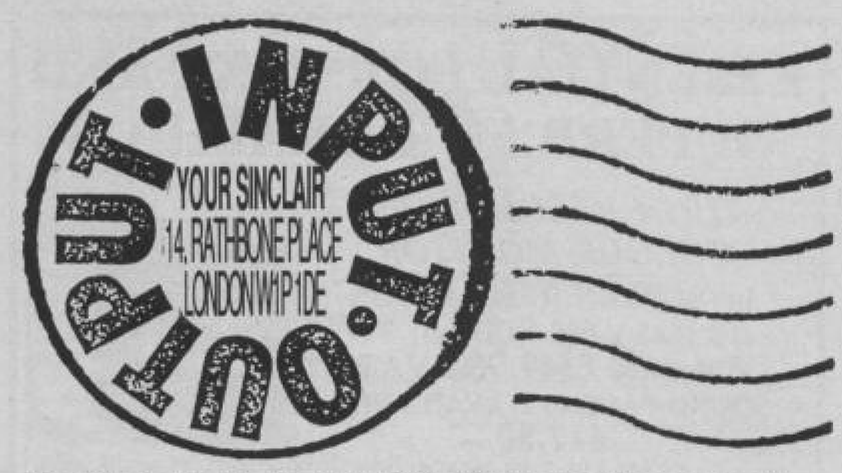
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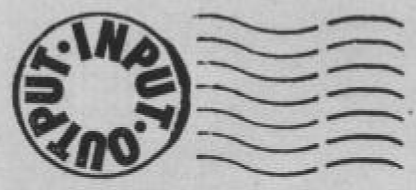
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■ Printer wanted. Will buy or swop for Spectrum games. Over 200 titles. If interested tel. (0268) 414840 after 5pm weekdays for more details.
■ Wanted: *NeverEnding Story, Eureka* or *Lords Of Midnight*. I'm offering *Friday The 13th* for any one of the above. Gary Turner, 5 Sinclair Drive (*Appropriate, huh? Ed*), Fallin, Stirling, Scotland FK7 7EP.
■ Wanted: *Sweevo's World* and *Mugsy*. Will swop *Winter Games, Frank Bruno's Boxing, Finders Keepers* and *Cosmic Cruiser*. Write to David Cape, 40 Needham Drive, Moorclose, Workington, Cumbria.
■ Wanted: *Commando*. Swop for *Zoids* or *Green Beret*. Write to Jeff Foster, 57 Ripley Close, Salford, Manchester M5 4BY.
■ Wanted — ZX Printer through port edge connector (Spectrum type). Price negotiable. Write to Steven Pritchard, 25 Brett Road, Boothstown, Worsley, M28 4JN.
■ Wanted — AMX Mouse for Currah MicroSpeech plus four games, *Shadow Of The Unicorn, Monty Mole, Nightshade, Knightlore, Transformers, Underwurlde, Alien 8*. Tel. Guisborough 50657 after 4pm.
■ Wanted — *White Lightning* and manual. Will swop for *FGTH, Matchday, Monopoly*. Tel. 021-472 4539 between 6.30 and 8.30pm. Ask for Ron.
■ Wanted — Centronics Interface. Swop for Cheetah Sweet Talker and the Korth Triology (3 books, 9 games). Tel. (0923) 662200 and ask for Rex.
■ Help me!! Any hints/tips/POKEs/maps on *Nightshade* and *Movie* much appreciated. Send to Andrew Croft, 17 Kingsway, Euxton, Near Chorley, Lancs.
■ Wanted. A 48K Oric I computer with leads and manual. Prepared to pay £40. Software not necessary but would be appreciated. Write to A Robson, 66 Leeds Road, Selby, Yorks. All letters answered.
■ *Spectrum Machine Language For Beginner* and *Advanced Spectrum Macine Language*. Swop for *Knightlore, Nodes Of Yesod, Gift From The Gods, Highway Encounter*. Tel. 041-638 3130 and ask for Alan after 4.15pm.
■ Wanted — *Chuckie Egg I/II, Fairlight* or *Stonkers* or *Chimera*. Swop any one for *Timegate* or *Kosmic Kanga*. Tel. (0438) 62888 and ask for Philip between 4 and 7pm weekdays.

MESSAGES, CLUBS & EVENTS

■ Attention all you Speccy owners out there! I am in desperate need of as many POKEs and hints as possible. Please tel. (0631) 62635 and ask for John after 6pm
■ Would the person who wrote to me from Didcot about software please write back as I have lost your address. Stephen Page, 70 Tynemount Road, Ormiston, East Lothian.
■ 26-year old male seeks all Speccy users to swop software hints and tips. Mainly interested in arcade and football strategy games. All letters answered. Over 100 games. Alexander McWilliams, 19 Cheviot Crescent, Fintry, Dundee DD4 9QN.
■ Ricky, worried sophomore to Amadeus is falling off. Don't understand me! Impact harder than you expect. Sam. Hound of love hounding love. (*Wot? Ed*).
■ Hi Marie. I love you Marie. Hope I can see you soon in your new pink swimsuit. Bye for now. Loverboy.
■ Can anyone possibly be as stupid as Steven Lee? Why is Sam Cruise? Can anyone lend me 25 Drogna? (Blue pentagon). PH of WH, Southampton.
■ I wish to start an *Out Of The Shadows* club to swop hints and tips for the game. If you have the game and wish to join, please write to Russell Speight, 10 Ladybank, Chapel Park, Newcastle NE5 1UL.
■ Mid-Cornwall Co-op Computer Club meets at the Roche Co-op Rooms every Monday 7.15 to 9.30pm. Tel. (0726) 890473.
■ Dan Green, it was *Horace Goes Skiing*, not *Horace And The Spiders*. Anyway, anyone knows that a CMB64 is worth less than a copy of *Horace Goes Skiing*. Kevin.
■ Anyone who wants hints, POKEs and maps on arcade games or solutions to adventures send an sae to Mark Corder, 2 Clerk Grove, Pitcorthie, Dunfermline, Fife, Scotland.
■ Hello Jesper Ohlin in the land of Lurpak and sliced bacon. Where have you heard this before?? Say hello to your family. Should have a new TV by now. Dave.
■ Computer group being formed. Would you like to have the full benefits of a user group at home? Send sae (no timewasters please) to 6 Springfield Street, Ladywood, Birmingham B18 7AU.
■ Wanted — working Alphacom printer for Spectrum+. Write with price and details to Steve Johnson, 75 Haydock Avenue, Sale, Cheshire M33 4GG.
■ Calling Spellsinger! Please write back asap! You have my tape and I need it. Lost my address — *YS* issue 18. From James Bond 007.
■ POKE list (250 included) and 6 page games, hints and tips sheet for only 60p. Write to G Edwards, 19 The Maltings, Kings Langley, Herts. Also Kempston Competition Pro and inerface for £8. Tel. (09277) 66501.
■ Specsoft is the latest handbook for games-playing Spectrum owners. It contains tips, POKEs and solutions to many popular games. Send 50p and sae to Specsoft, 7 Queen's Drive, Chester.
■ Do you want POKEs, maps, tips and complete solutions at low prices? Then send an sae to BDS, The Bungalow, Station Road, Wath Upon Dearne, Nr. Rotherham, South Yorkshire S63 7DG.
■ Spectacular Magazine. Reviews, news, POKEs, maps and programs for the Spectrum. For the latest issue just send 25p and sae to J. Davies, 28 Claremont Road, Bishopston, Bristol BS7 8DH.
■ Help! I have over 350 games for my Spectrum and I have only finished 48 of them. Could anyone please send me any playing tips, POKEs or maps. Write for a list. M Fisher, 2 Portobello Street, Hull HU9 3JE.
■ Full set — issue 1 to 21 of *Your Spectrum* and approx 150 other computer magazines. Buyer collects. £25. Tel. (0532) 822137.
■ Come abroad the Jolly Roderick! The new tape mag for your Speccy! And it's free! For info, send sae to Jolly Roderick, 18 Sea Grange Avenue, Baldoyle, Dublin 13, Ireland.
■ Danish Speccy users want members from all over Europe. Tape magazines, tips, POKEs, swopping and much more. Only £2 for one year. Think about it! Write to D Nielsen, Tornskadevaenget 4, Odense, Denmark, 5210 NV.
■ Machine code programmer wishes to correspond with other programmers on all aspects of machine code. Swop hints and tips. Write to Steven Hayward, 29 Henwood Road, Compton, Wolverhampton.
■ New club started up. Send your name and address to me. We offer hints, tips, letters and lots more. Send for your membership form to Derek Chambers, 19 Pages Lane, Muswell Hill, London N10 7PU.
■ I would like to start a Speccy club in the north-east of England. Write to Liam McKay, 14 Sycamore Avenue, Guide Post, Choppington, Northumberland NE62 5PE if you're interested.
■ Keyboard for Speccy (Saga — Dk). Datel Turbo Ace interface. Printer (not Timex). Joystick. Light Pen. Pay cash or swop for stamp collection worth £500. Mr Wright, 13 Egerton Street, Heywood, Manchester.

PEN PALS

■ Very interesting male would like to write to really hip female aged 16-18. Write to Christopher Cross, 22 Appletree Drive, Hala Carr, Lancaster, Lancs.
■ Male or female penpal wanted to swop games, music and tips. I'm 15 and very bored with my games. Write to Gordon McIntosh, 603 Kilmarnock Road, Newlands, Glasgow.
■ Nearly 15-year old girl wants boys 14+ to write to, anywhere and everywhere. Write now to Catherine, 93 Lochaber Road, Fort William, Inverness, Scotland.
■ Penpal wanted to swop software. Send your list for mine. Will answer all questions and letters. Brendan Roberts, 82 Onerahi Road, Whangarei, New Zealand.
■ Come on you more mature female Spectrum lovers, start writing! I am 37 years old — solid male. Write to Carmel Brincat, Notre Dame, MB Consilii Street, Fgura, Malta.
■ Penpal wanted to swop games etc. I have hundreds of games, most of the latest titles. Send your list for mine. Write to T Christie, 22 Astan Avenue, Droylsden, Manchester M36 6JB.
■ Hi. I'm 16, male and a basic computer nut. I like anything and everything. But I'm looking for a female, 14+, in or near Yorkshire, to share ideas and tips. Mark Ballance, 91 Winrose Approach, Belle Isle, Leeds LS10 3QF.
■ Please write to me! Lonely Spectrum owner with 300+ games and many POKEs. Write to Peter Machen, 23 Ridge Road, Hillcrest, 3610, Natal, South Africa.
■ Intelligent 14-year old male Spectrum owner seeks female penpal of suitable age, preferably local. Write to Joe Otten, 17A Clitheroe Road, Longsight, Manchester M13 0GE.
■ 17-year old male would like to hear from interesting and unusual females 16+. Must have good sense of humour. Weirdos welcome. Write to Mark Walker, 33 Welch Avenue, Stapleford, Nottingham NG9 8EJ.
■ 16-year old male would like 15+ female penpal. Not too bad at Basic, hopeless at machine code. Write to Martin Weller, 5 Eldart Close, Tilehurst, Reading RG3 4DA.
■ Hello! I am 11 and looking for a male penpal of same age to swop software etc. Write to Kedar, 76 Knighton Road, Itchen, Southampton SO2 7FN. I will answer all letters.
■ 17-year old Speccy owner wishes to find a female Speccy owner who is 17+ and interested in sports, music and good times, to swop games and hints. Write to Paul Goldsmith, c/o Mt Flight, RAF Coltishall, Norwich, Norfolk NR10 5AJ.
■ Penpal wanted, boy or girl 12+ to swop software, tips and maps. Write to Jason, 9 Rushleigh Court, 32 Thurleigh Road, London SW12.
■ Lonely male wishes to write to female penpals age 20+. Also wish to write to foreign females. Interested in computers and music. All letters will be answered. Write to Mark Thomas, 2 Upper Alma Terrace, Graig, Pontypridd, Mid Glamorgan, Wales CF37 1NN.
■ Wanted — penpal to swop games, POKEs etc. Write to John Britton, 22 Exeter Road, Eston, Cleveland.
■ Help! I'm sorry everyone who replied to my last entry but I've lost all your replies. Please write again and I'll reply immediately. Ta very much. Dean Paradice, 5 South Road, Broken Hill, Australia.
■ I need a penpal to help me with my new Sinclair QL, as I don't know much about computers. Preferably someone over 25 and living outside England, but this is not essential. Miss C Downie, 40 Elam Close, Elam Street, Camberwell, London SE5 9BW.
■ Penpal wanted, preferably aged between 11 and 15. I own a 48K Spectrum and I am very interested in tips for playing games. I am 12 years old and my address is 53-55 Roeselare Avenue, Torpoint, Cornwall PL11 2LW.
■ I've just got a 128K Spectrum and would like to hear from any Speccy owners who enjoy playing games. Write to Graham, 42 Dawson Close, Newport, Gwent NP9 9JH.
■ Female penpal wanted aged 16+. Will swop games, hints etc. Write to Tony Evans, 30 Foxes Croft, Barnham, Yapton, Sussex PO22 0JT.
■ I am a 15-year old male who is pathetic at machine code and would like somebody good at programming and hacking to write to. Guy Hayton, 37 Bloom Street, Edgeley, Stockport, Cheshire.
■ Penpal wanted to swop computer posters. Must be willing to visit software houses in your area. Would like a penpal in Birmingham or London. I have Ocean posters to swop. Write to Christopher Heath, 19 Anson Road, Swinton, Manchester M27 1GZ.
■ 14-year old male Speccy owner seeks 13-15-year old female penpal interested in computers and music. Write to Darren Greening, 1 Colston Close, Park South, Swindon, Wilts.
■ I am 14 and I want a penpal who will swop hints, tips and games. Write to Colin Deasley, 83 Grangehill Drive, Monifieth, Dundee, Scotland.
■ Penpal wanted. I am 16 and would like to swop games. I have over 250 games. Send your list to Paul Wright, 6 Dolgynog, Penderyn, Aberdare, Mid Glamorgan.
■ Hi! I'm a Brazilian boy and if you want to swop programs, tips, PEEKs and POKEs write to me. I would like to swop music, magazines and everything else you want to know about Brazil. Send what you want and wait for an answer. Mario Filho, Rua Santa Virginia, 356,Ap63 Sao Paulo — Sp, Brazil Cep 03084.
■ Attractive females wanted, 18+, to cheer up Wullie Harbison. Likes all usual Speccy stuff. This should really surprise him — thank you. Send photo please to 42 Barbieston Road, Auchinleck, Ayrshire KA18 2EW.
■ I am 11 years old and seeking a penpal about my age, boy or girl, to swop games and computer knowledge. Please write to Steven Julien, 95 Winyates, Orton Goldhay, Peterborough.
■ A 16+ penpal wanted. Swop POKEs, tips, maps. Also Crackers advice wanted or SW lists. I'm learning machine code and need ROM routines to understand m/c. Every letter answered. Frank Reeders, Prinses Margrietstraat 9, 4797 HW Willemstad, Netherlands.
■ 14+ male or female penpal required; into games, programming and music. I'm 16 and have all the latest games. Reply to all letters, and tapes will be returned. Paul Fravigar, 14 Waterloo Court, Queens Road, Skegness, Lincs.
■ Good looking female penpal wanted, about 14, who likes music (pop) and anything to do with micros etc. Please send a photograph. Graham Levitt, 9 Shakespeare Road, Dover, Kent.
■ Recent convert to microdrive seeks other m.d. users to swop ideas, games, POKEs etc. Write to Gilly, c/o 130 Lordens Road, Juyton, Liverpool L14 8UA. PS Hello Ian!
■ Female penpal wanted, age 17+, to swop games, POKEs and ideas plus music and hobbies. Write to Mark Hazell, 70 Westfield Road, Ealing, London W13 9JJ.



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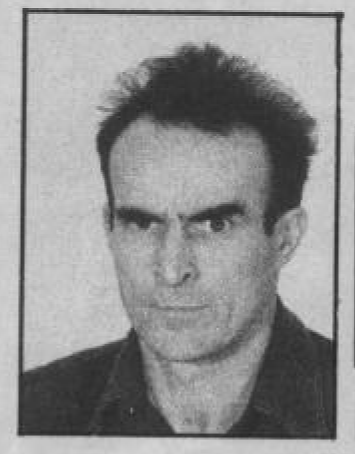
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BACKLASH

These are hard times for *Iolo Davidson.*

The age of the home computer is over. From now on homes will be blessed instead with office computers, complete with disks and DOS's. We'll see no more of the wimpish, abbreviated, video-games-with-a-keyboard that first tempted us all to play *Pac Man* at two in the morning under the excuse that we were learning to program in Basic.

So, Sir Clive was the last entrepreneur to supply the market with home computers, as well as the first. If he'd hung on, we might well have seen one more good Christmas for Spectrum sales, but now I reckon the remaining machines will all be dumped before then. That's because Alan Sugar is too smart a cookie to compete with himself. The small change he spent on the Sinclair rights will be amply compensated by the disappearance of the low priced competition that the Spectrum represents. Dropping the Spectrum will do Alan's sales much more good than continuing to supply it as well as proving that a spoonful of Sugar makes the Spectrum go down! After all, one CPC-6128 sale brings in four or five times as much money as a Spectrum.

Games software, on the other hand, continues to thrive. All that's changed is the excuse. People will no longer buy a computer to pretend to learn programming. Now they will pretend they need it for word processing. Word processing is itself a very entertaining game. I'm doing it now, and yes, it's two o'clock in the morning. It's the only game I spend much time on anymore, apart from a similar game that you play with a modem. The entertainment software that's been released recently is too much like hard work.

In the good old days you just loaded your tape, grabbed the joystick, and blasted anything that moved. Ever wondered why they called it a joystick? Those early airplane pilots, from whom we've borrowed that particular piece of jargon, certainly had an unsubtle turn of vocabulary. Anyhow, those simple shoot'em ups at the dawn of computer creation were fun.

If you want to get into one of the latest releases, however, you first have to find an enormous piece of paper, sharpen half a dozen pencils, lay out a proper, usable rubber (not one of those toys shaped like an animal), and then chase everyone else out of the TV room for a couple of days while you make a map.

I wonder what happens to the newcomers, faced with a computer game for the first time. It's not TV ping-pong like it was for me or *PacMan* or *JSW* as it probably was for you. Instead they're confronted with *Heavy On The Magick*. I mean, it's more than likely a great game, but I don't think anyone should be turned loose on a thing like that without a compulsory training course and a two part test.

I confess that I haven't loaded my copy yet. I was defeated, hands down, no contest, by the instruction booklet. Any fantasy world which requires me to learn a new language is barking up the wrong Mage. I'm still working on English.

It's been a very long time since I really enjoyed playing a game the way it was meant to be plâyed. You can have a swell time hacking away at it, of course, and enjoyment can also be obtained by trying to get a game to do things it wasn't designed for; like using the edit mode in *Penetrator* to remove the missiles that shoot down the plane in the demo mode, then running the demo to see what happens. And I did once spend a whole afternoon rebuilding the city in *Zombie Zombie* to wall the zombies outside so that the little hero figure could wander around in peace.

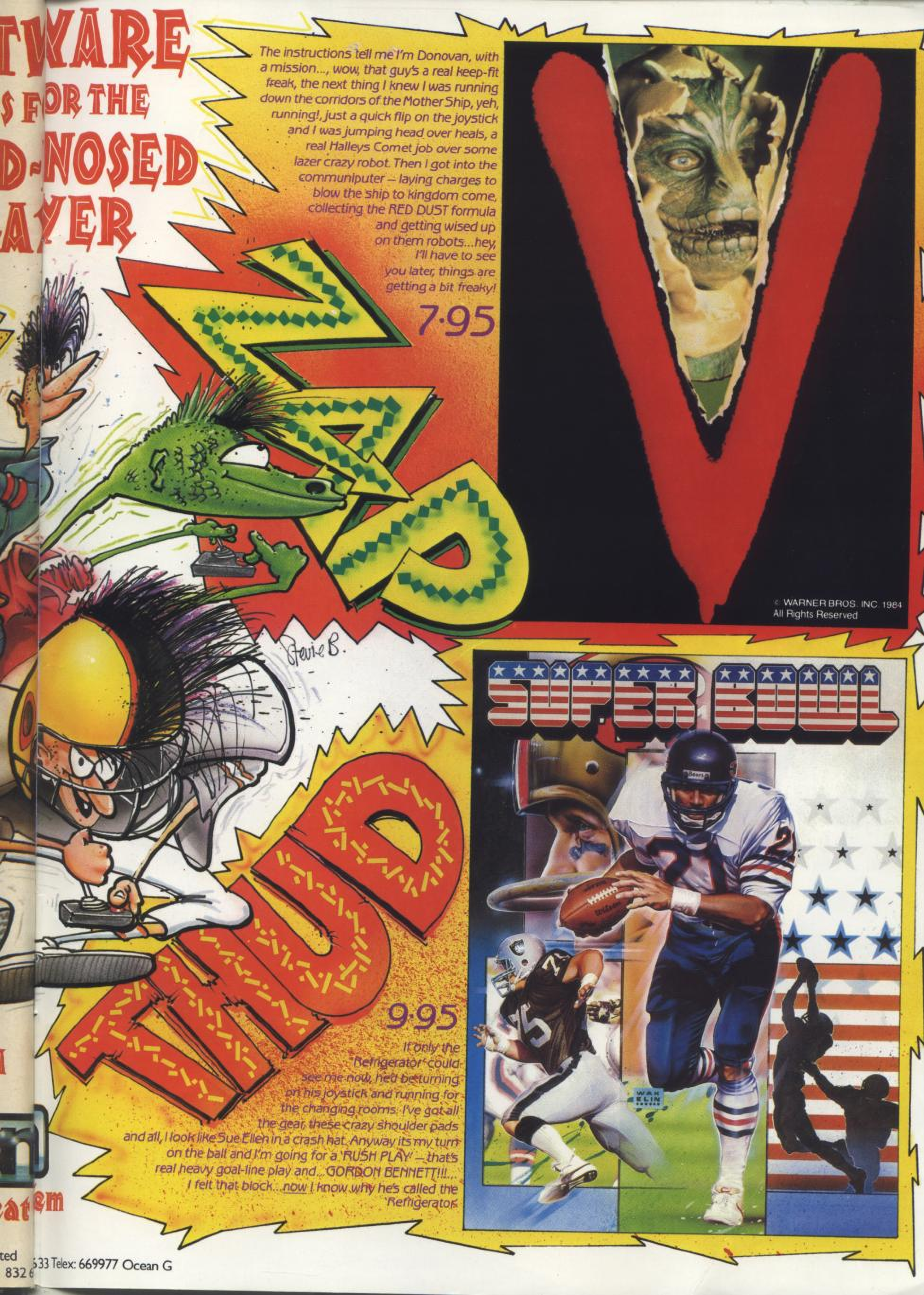
I think the most fun I ever had, with my clothes on, was breaking into *Splat!* and patching it to play at an eighth of the normal speed. There was a big cash prize for the top score, so I wanted to show off by demonstrating that the break-proofing was not Iolo-proof. In the process, I found out that there was another security flaw. Because of the prize, a special score validating code was generated at the end of the game. However, the game's author had assumed that no one would ever score over 50,000, and the validation code generator crashed whenever this figure was exceeded. Incentive Software got some frantic phone calls from players swearing that they'd racked up this terrific score and then the screen had gone black! What a hoot! Unfortunately, I felt I had to keep quiet about this 'feature' when I reviewed the game because Incentive was accepting everyone who crashed as a finalist. Revealing the bug would've brought in a lot of false claims and been unfair to the genuine contestants. The eventual winner of the dosh scorèd something like 120,000. But I digress. The last game that I liked enough to load over and over again just to play it was *Jumping Jack*. I've just dug out the tape, and it says 'Copyright 1982 — Imagine Software'. This was the original Imagine, before it went bust and the name was bought by Ocean. I don't suppose you can get it anymore. Even if you could, a sophisticate like yourself would probably find it too simple, too old fashioned, two dimensional. I realise, you see, that the problem is in me and not in the software. I harbour a basic inner simplicity that responds to games that anyone with a touch of couth would reject as moronic. Read the reviews and it's obvious that anyone who's anyone is complaining that today's software has reached the limits of what's technically possible on the Spectrum. Further complexity will not be forthcoming. No one ever seems to complain that they haven't a clue how to play the flaming things.

Luckily the classics still exist, and given time they should all eventually turn up on one of the compilation tapes. Few old hands boasting a thrice repaired rubber key speccy will bother with compilations, having bought most of their contents years ago at full price. But these tapes must be just about perfect for anyone who's just got a new Spectrum and can't make head or tail of the latest state of the art, 3D animated, multiple role playing adventure. Also just right for the wrinklies who want to find out just what the heck Jimmy is doing alone all night in the TV room, without actually having to learn Merphish and make maps.

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WAKELIN
I thought I was buying an eight event sports simulation but for me it means nine!...
I've got to wrestle my brother first to get to play it! Watch out Daley I'll be your first real competition. Well I started on a high, Pistol Shooting, no problem for 'Dead-eye Daley', and then Cycling, boy I can really punch those pedals – like they say – "when you're hot – you're hot." Then Spring Board Diving, okay so I keep hitting the water backside first! The rest was down hill, but I nearly pulled his arms off in The Tug O'War!
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RAMBO
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I missed the film but I've got all the action here...in fact if Thorn EMI wanna make Rambo Strikes Back all they have to do is film me in action on this joystick. I picked up my machine gun, wiped out half the jungle with my explosive war head, (that's not my brain!), but that look-out post just keeps on zapping me – I'll get him next time round. I haven't got to the chopper yet... I've got to get my act together, if Thorn EMI saw my last attempt it'd only be good for Rambo Carries on Laughing!
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TWARE
S FOR THE
D-NOSED
LAYER
The instructions tell me I'm Donovan, with a mission..., wow, that guy's a real keep-fit freak, the next thing I knew I was running down the corridors of the Mother Ship, yeh, running!, just a quick flip on the joystick and I was jumping head over heals, a real Halleys Comet job over some lazer crazy robot. Then I got into the communiputer — laying charges to blow the ship to kingdom come, collecting the RED DUST formula and getting wised up on them robots...hey, I'll have to see you later, things are getting a bit freaky!
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THUD
9·95
If only the 'Refrigerator' could see me now, he'd be turning on his joystick and running for the changing rooms. I've got all the gear, these crazy shoulder pads and all, I look like Sue Ellen in a crash hat. Anyway its my turn on the ball and I'm going for a 'RUSH PLAY' — that's real heavy goal-line play and... GORDON BENNETT!!!... I felt that block... now I know why he's called the 'Refrigerator'.
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